NECROMUNDA™

BATTLE FOR SURVIVAL IN THE NIGHTMARE UNDERCITY

GAMES WORKSHOP®

NECROMUNDA™

BY RICK PRIESTLEY

WITH JERVIS JOHNSON, ANDY CHAMBERS & CHRIS COLSTON

Cover: Geoff Taylor
Artwork: John Blanche, Wayne England, Mark Gibbons & Des Hanley
Fiction: Rick Priestley & Wayne England

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GAMES WORKSHOP LTD.
WILLOW RD,
LENTON,
NOTTINGHAM NG7 2WS

US
GAMES WORKSHOP INC.
6721 BAYMEADOW DRIVE,
GLEN BURNIE,
MARYLAND, 21060 - 6401

AUSTRALIA
GAMES WORKSHOP,
23 LIVERPOOL ST,
INGLEBURN,
NSW 2565

CANADA
GAMES WORKSHOP,
1645 BONHILL RD,
UNITS 9-11, MISSISSAUGA,
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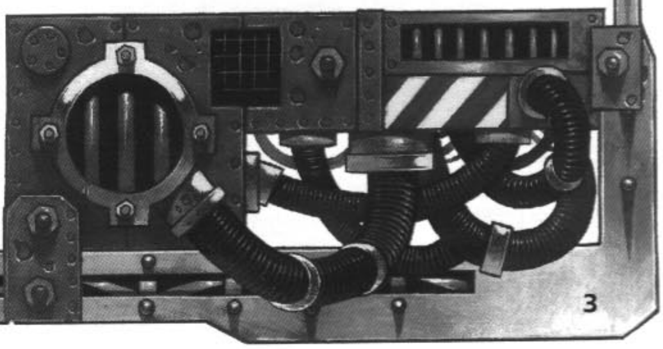

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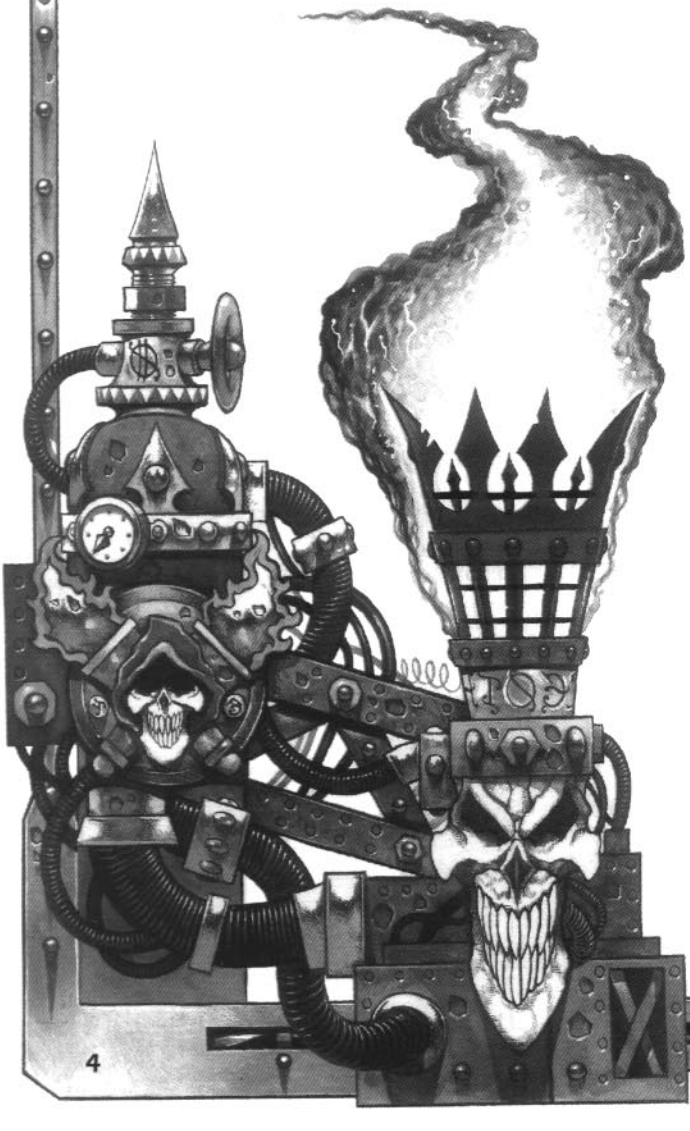


INTRODUCTION

Necromunda is a game of fierce combat between rival gang fighters in the dangerous underworld of the Necromundan hives.

A hive is an ancient and incomprehensibly vast city, built up layer upon layer, stretching ten miles into the planet's atmosphere. To those who live in the depths, the dark and ruinous Underhive offers every opportunity for wealth and power. Its collapsed caverns conceal the riches of the distant past: rare and precious metals, unfathomable archeotech devices, wondrous mutated fungi and much more. It is also a place of danger, where mutant creatures, renegades and killers hide from the laws of House and Hive. And, of course, there are others who want the riches of the Underhive for themselves.

Outside the hives, the planet's surface is covered by endless miles of toxic ash wastes and the atmosphere is so polluted that it corrodes the hive's armoured walls. Above is a harsh sky and the sun's deadly light. Beyond the planet itself is the wider galaxy and the great realm of the Imperium of Man, an empire of a million worlds held in thrall by the Adeptus of Earth. But such things are nothing but legends in the Underhive where sky and space, planets and even the ground itself are concepts so wild and abstract that many refuse to believe they exist.

TABLETOP CONFLICT

The Necromunda game allows you to fight conflicts between rival Underhive gangs on the tabletop. The opposing gangs are represented by models, assembled and painted by yourself, each representing an individual gang fighter. You'll find more information about the different cultures and peoples of Necromunda in Campaigns. Your tabletop becomes a part of the Underhive, the scene of the action, with ruined buildings, gantries and multi-level walkways.

The aim of the game is to outfight your opponent, which requires a mixture of skill and luck. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You'll also want to expand your gangs from their modest beginnings. Many models are available for the different gangs, with these you can expand your collection, equip fighters with different weapons, and add more powerful characters.

BUILDING THE GANG

Every time you play Necromunda you earn the opportunity to expand or improve your gang. Each time a gang fights, its members gain in skill and experience. Young juves quickly progress to become full gang fighters, and fighters learn new abilities which make them superior combatants. By winning games you gain territory, discover ancient artifacts, uncover mineral wealth, and so on. With this wealth you can buy more weaponry and hire more gang fighters.

As the gang's leader becomes richer and his followers ever more deadly, his fame will spread throughout the Underhive. Famous gunfighters and other renegades will come and seek him out, perhaps to join him, maybe to collect the inevitable bounty that piles upon his head!

By recording the details of your gang you can watch it grow from a bunch of young hopefuls to hardened fighters feared and respected throughout the Underhive.

THIS BOOK

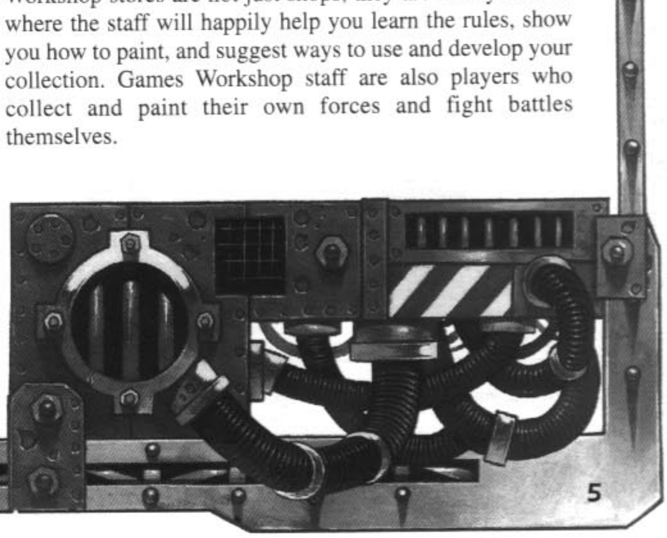
This book contains all of the rules that you need to play either one-off games or a full blown campaign in the dangerous Underhive of Necromunda. The book is divided into three separate sections, the Rules which naturally contains all of the core rules of the game, Campaigns which adds the campaign system and Outlanders which contains additional rules as well as new gang types.

THE RULES

The first part of the book contains the rules of the game. You don't need to learn all the rules to play, but we suggest you read through the Rules at least once before attempting your first game. The most important rules are summarised on a playsheet, provided at the end of the book, and you'll quickly find these are all you need in most situations (for easy reference we suggest you cut out or photocopy the playsheet). For more detailed rules and to resolve more complex situations, you can always refer to the relevant rules section.

NEW PLAYERS

If you're new to Games Workshop games then you'll be reassured to know that finding other players isn't normally a problem – you'll be surprised how many there are! There may be a Games Workshop store nearby, where you can obtain models, paints and game supplements. Games Workshop stores are not just shops, they are hobby centres where the staff will happily help you learn the rules, show you how to paint, and suggest ways to use and develop your collection. Games Workshop staff are also players who collect and paint their own forces and fight battles themselves.



WHAT YOU WILL NEED

As well as this book, you will need the following things to play Necromunda.

CITADEL MODELS

You will need enough miniatures of the appropriate type to represent the fighters of your gangs. At the end of this book is a catalogue section showing the vast range of figures available for Necromunda. It is a good idea to make up your gang on paper first and then purchase the miniatures that you need. If there is no figure available with the particular weaponry that you require, you can convert an existing figure by adding bits from other miniatures or the Necromunda weapons sprue to create your own unique fighter. The plastic Necromunda figures shown here are specially designed to have interchangeable arms and weapons, making the process a lot easier.

Orlock gangers

As you will see in Campaigns, there are many different gangs inhabiting the Underhive, and you will need to choose one to play with. Each gang has a different style of fighting and each will have their own aims and objectives. You could choose a gang that reflects your preferred tactics or you could read the background section in Campaigns and choose whichever gang particularly grabs your imagination. A good way of choosing which gang to play with is simply to pick the Necromunda gang models that you like the best.

Goliath gangers

PLAYING SURFACE

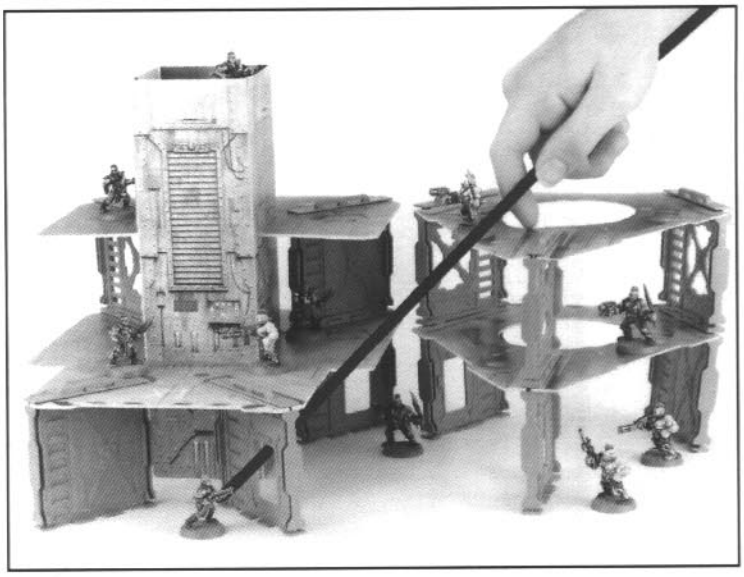
You will need a firm, level tabletop or area of floor to play Necromunda on. A kitchen table will do fine. Some gamers make their own gaming tables from a sheet of chipboard or something similar. Such a table can be slightly larger than the table or trestles that support it, and can be divided into two or more pieces for ease of storage. Many players find that a heavy blanket draped over a table or spread upon the floor makes a fine surface on which to play a battle. Whatever you use, you will find that an area approximately 4 feet square is about right for most battles.

Some painted metal miniatures. From left to right: Delaque, Escher, Cawdor and Orlock gangers.

SCENERY

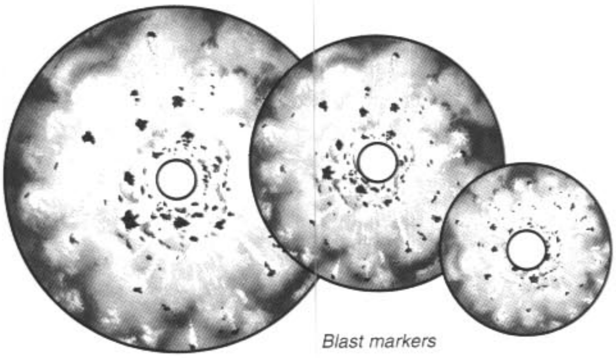
The desperate struggles of a Necromunda battle usually take place over tangled walkways, hastily constructed barricades and labyrinthine architecture. Pre-cut card and plastic scenery is available from Games Workshop, but many gamers enjoy the challenge of making their own terrain. Although properly modelled terrain will enhance your enjoyment of the game, you can still play with only a bare minimum of scenery. As a rule, you will find that a table cluttered to overflowing with scenery will lead to closer and more exciting games.

Throughout the book you will find photographs, drawings and descriptions of the Underhive. These should give you plenty of ideas for producing your own scenery. Games Workshop's book 'How to make Wargames Terrain' is also a good source of ideas and practical hints on all aspects of scenery building.

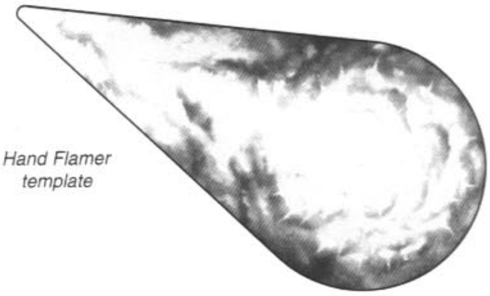


TEMPLATES

At the back of the book you will find sheets of pre-printed blast markers and templates for weapons that affect an area such as flamers and grenades. Before you play, you should cut these out and, if you wish, mount them on card for extra durability. You can photocopy these sheets first if you don't want to cut up your copy of Necromunda.



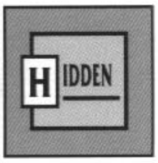
Blast markers



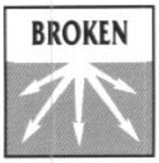
Hand Flamer template

COUNTERS

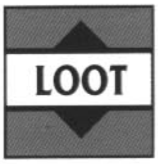
As well as the templates, there are also counters to help keep track of things happening on the tabletop. You can of course keep separate notes on pieces of paper of which models are hidden or on overwatch and so forth, however the counters provide a convenient way to jog your memory and speed up gameplay. Just as with the templates, these should be cut out and and can be mounted on cardboard if you wish.



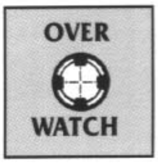
Hidden counter



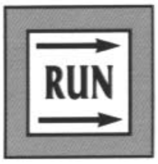
Broken counter



Loot counter



Overwatch counter

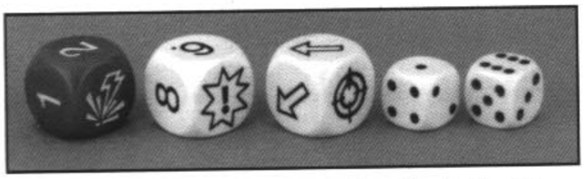


Run counter

DICE

Four different dice are used in the game as explained in the rules. Don't worry about how the dice work for now, this is covered in detail later on. The different dice are:

Ordinary Dice (D6)
Sustained Fire Dice
Scatter Dice
Artillery Dice



From left to right: Sustained Fire dice, Artillery dice, Scatter dice and two ordinary 6-sided dice

Ordinary dice are marked 1 to 6 in the usual way. These dice are used a lot during play and to save space on charts they are always referred to as D6 (where 'D' stands for dice). So, when the rules call upon you to roll a D6 we are simply asking you to roll a dice. D6+1 means roll a dice and add 1 to the score. 2D6 means roll two dice and add the scores together to obtain a score of 2-12.

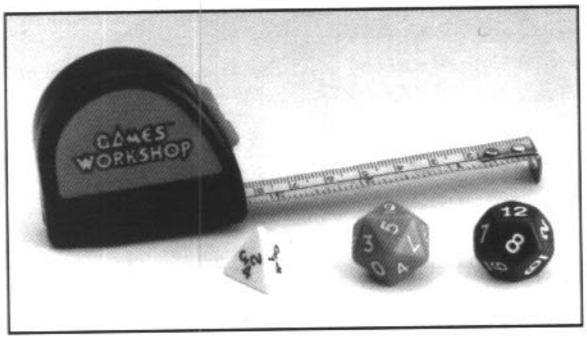
The **Sustained Fire dice** is marked 1, 1, 2, 2, 3 and with a special JAM symbol as shown in the photo. This dice is used to shoot a protracted burst of shells where 1, 2 or 3 hits can be caused (as discussed in the rules).

The **Artillery dice** is marked 2, 4, 6, 8, 10 and a MISFIRE symbol. This dice is used in conjunction with the Scatter dice to determine how far shells land from their mark. A MISFIRE result can result in a shell proving dud or even exploding in the breech. Both the Sustained Fire dice and the Artillery dice can be substituted with an ordinary D6 at a pinch. For the Artillery dice, simply roll a D6 and double the score counting sixes as a MISFIRE result. The Sustained Fire dice is almost as simple, count a score of one as a JAM and halve any other result, rounding the score down.

The **Scatter dice** is marked with four arrows and two HIT symbols. This dice is used to determine where grenades and shells land if they miss their target, hence 'scatter'. The dice can be used to establish any random direction from a point. Note that the HIT symbol also has a small arrow on it to facilitate this.

A selection of other dice will also prove useful: for example a four-sided dice (D4), ten-sided dice (D10) and twelve-sided dice (D12). These are used to establish the amount of wounds inflicted by some large or deadly weapons. None of these dice are strictly necessary, as you can generate random numbers using the D6 provided. In the case of a D4 roll a D6 and re-roll numbers of 5 or 6. For a D12 roll a D6, on a 1-3 roll a D6 to give a number of 1-6, on a roll of 4-6 roll D6+6 to give a number of 7-12. A D10 can be represented the same way but re-roll 6's.

All of these dice are available from Games Workshop stores and Mail Order, and most will be supplied with one of Games Workshop's boxed games.

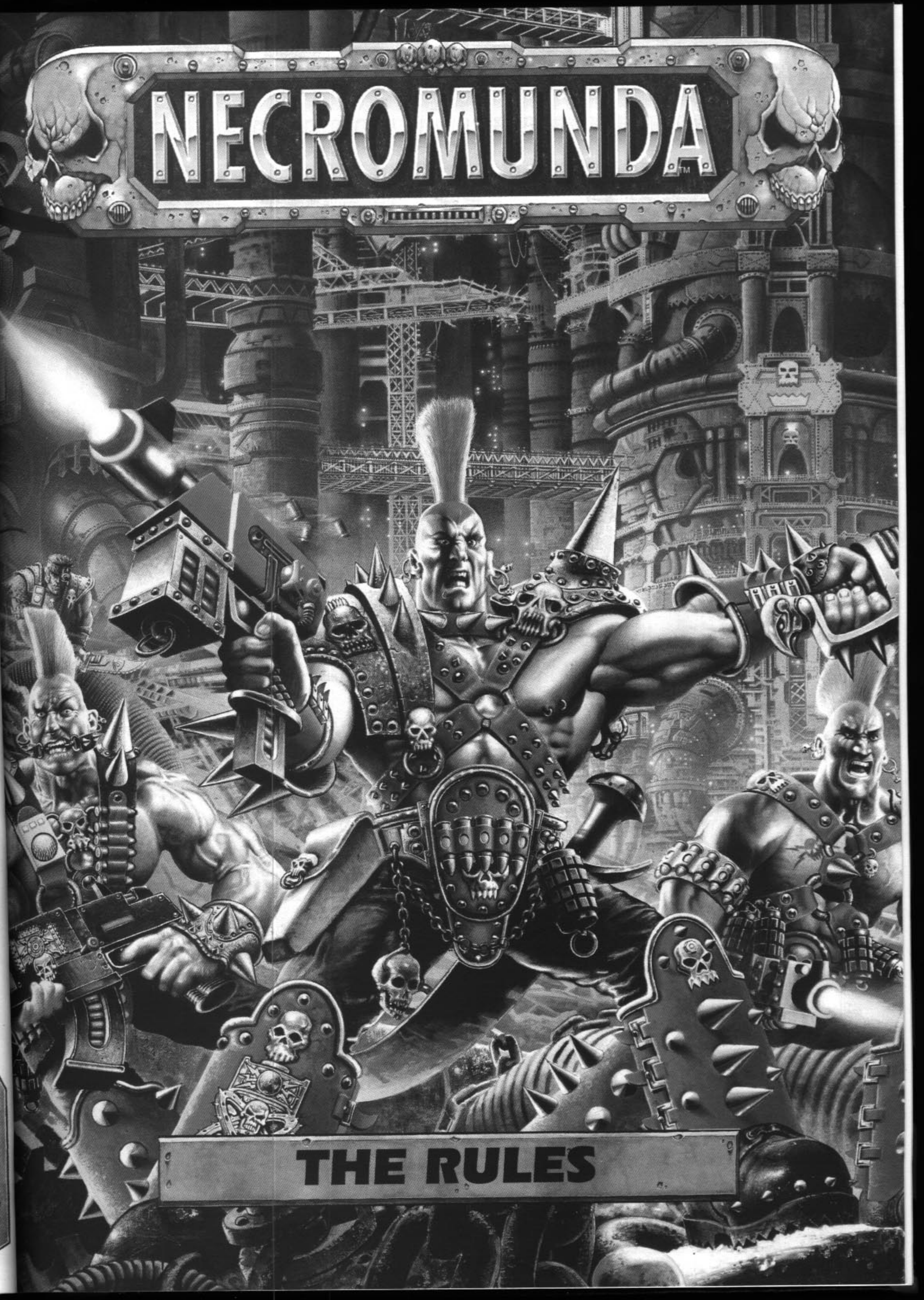


TAPE MEASURE

For measuring ranges you will need a retractable steel tape measure marked in inches or a couple of the plastic range rulers supplied in most Games Workshop boxed games.

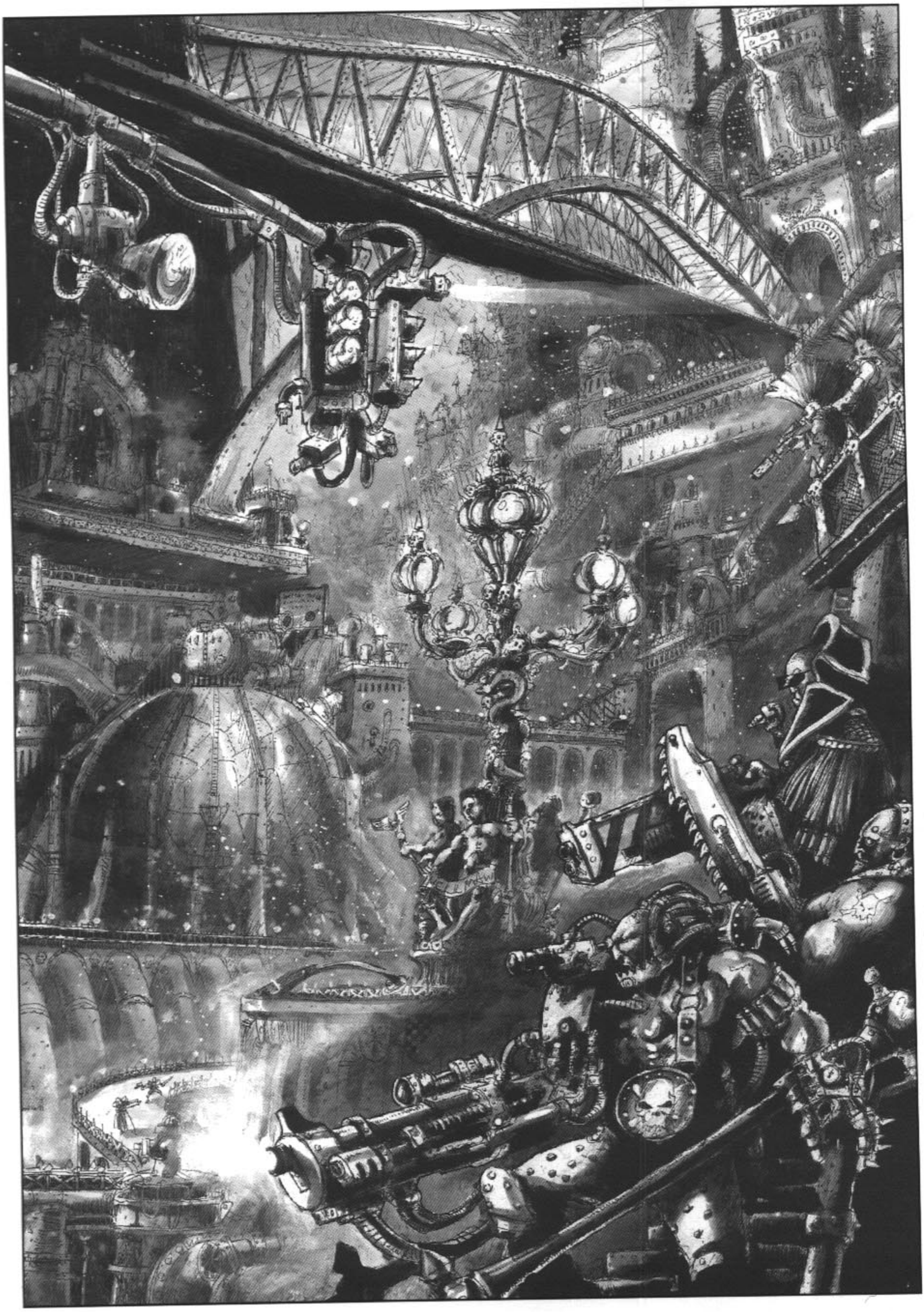
OTHER THINGS YOU WILL NEED

Pens and pencils, and plenty of paper will also be required. When you play a game you will need to keep track of wounds suffered by your fighters, the weapons they are carrying, and other details. This is most easily done using a roster sheet, and a blank sheet is included at the end of the book. We recommend that you make additional copies and use them to record details during the game. We'll explain more about roster sheets and how to use them in Campaigns.



NECROMUNDA™

THE RULES



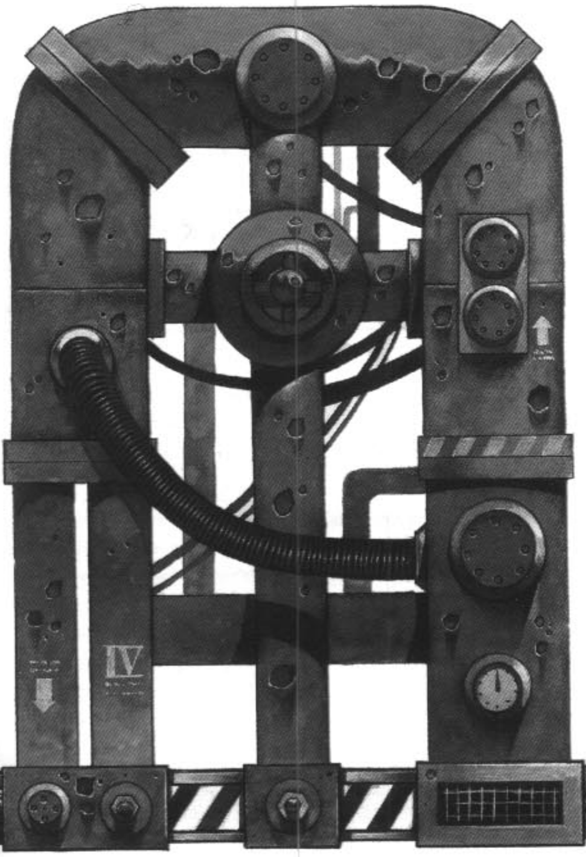
CHARACTERISTICS

The Underhive fighters of Necromunda have wildly varied martial skills and physical abilities. Some are faster than others, some are stronger, some more determined, some are better shots, and so forth. This tremendous variety is fully represented in the Necromunda game in the form of **characteristics** and **special skills**. Right now we won't worry about the special skills – these come later with practice and battle experience. For the moment we'll just consider a fighter's characteristics.

Each model fighter is defined by a set of characteristics namely: Move, Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, Attacks and Leadership. Each characteristic is assigned a value of (usually) between 1 and 10. The higher value your model has for any characteristic the better – for example, a model with a Strength of 6 is stronger than a model with a Strength of 2. Descriptions of the different characteristics are given below.

MOVE (M). A model's move shows the number of inches it can move in a turn under normal circumstances. The usual number is 4 as almost all fighters move 4" per turn, although they can move faster when they are running or charging, as you'll see later.

WEAPON SKILL (WS). Weapon Skill is a measure of close combat ability – how good the person is at hand-to-hand fighting. A good swordsman or a skilled knife fighter would have a high value compared to a green juve, for example. An average value is 3.



BALLISTIC SKILL (BS). Ballistic Skill shows how good a shot the individual is. When you shoot a gun the chance of hitting a target depends upon your Ballistic Skill. An average score is 3 and a dead-eye shot might have a Ballistic Skill of 4, 5 or even higher.

STRENGTH (S). Strength simply shows how strong a person is! Strength is especially important when you fight hand-to-hand combat because the stronger you are the harder you can hit or thrust. A Strength value of 3 is about average.

TOUGHNESS (T). Toughness is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club or fist. The tougher you are the harder you are to wound or kill. An average value is 3.

WOUNDS (W). A model's Wounds value shows how many times a fighter can be wounded before he collapses and goes down dead or incapacitated. Most individuals have a Wound value of only 1 but tough old gang leaders and veteran gangers might have a value of 2 or more.

INITIATIVE (I). The Initiative value represents alertness and reaction speed. It determines a fighter's chance of dodging a sudden blow or gathering his wits while shells and bombs explode around him. An average Initiative value is 3.

ATTACKS (A). The Attacks value indicates the number of 'Attack dice' rolled when the model fights in hand-to-hand combat. Most individuals roll only one dice and so have an Attacks value of 1, but experienced fighters might have a higher value and roll correspondingly more dice. The more dice you roll the more chance you have of beating your opponent!

LEADERSHIP (Ld). Leadership represents raw courage and self-control. The higher a person's Leadership the more likely he is to remain steadfast in combat while others run off or are slain around him. An average Leadership value is 7.

CHARACTERISTIC PROFILES

A model's characteristic values are written in the form of a convenient chart which we call his **characteristic profile** or just **profile**.

Fighter	M	WS	BS	S	T	W	I	A	Ld
Mak McMadd	4	3	3	3	3	1	3	1	7

This is the average profile for a gang fighter or 'ganger', as they are called. When you raise your first gang it will include gangers with exactly this profile. As you fight games against other players your fighters will get better and their characteristics will rise. All these details are recorded using gang roster sheets. This is explained properly later on. For now it's enough to know what the characteristics are and how the values vary.

THE TURN

During the game you take command of a gang of Necromundan Underhive fighters. Your opponent commands a rival gang, your deadly opponents in the forthcoming conflict.

The model fighters and scenery are set up on the tabletop as appropriate for the encounter you are fighting (see the Scenarios section in Campaigns). There are many different types of encounter, varying from the straightforward shoot-out to rescue missions, ambushes and daring raids. Depending on the encounter played, you can set the gang fighters up in different ways, but all the games are basically played in the same fashion.

To begin with one side takes a turn, then the other side, then the original side and so on, much like a game of draughts or chess. When it is your turn you can move all your models, shoot with any fighters that are able to do so, and fight hand-to-hand combats. Once your turn is complete it is your opponent's turn to move, shoot and fight with his gang.

PHASES

To keep track of who's doing what and when, your turn is divided into four distinct **phases** as follows. Each phase is completed before beginning the next. So, begin by moving all your models, then shoot with all models that can do so, then fight hand-to-hand, and finally recover any models that have run from the fight.

TURN SEQUENCE

1	MOVEMENT	During the movement phase you may move your gang fighters according to the rules given later for movement.
2	SHOOTING	In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.
3	HAND-TO-HAND	During the hand-to-hand phase all models in hand-to-hand combat may fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.
4	RECOVERY	During the recovery phase you can attempt to recover individuals whose nerve has broken. The rules for keeping your nerve, running away and recovery are described later.

Once your turn is complete it is your opponent's turn. Your opponent works through each phase, moving, shooting, fighting hand-to-hand and recovery, after which his turn is over.

Games last until one side either gives in or is forced into defeat as described later. You can also be obliged to withdraw from the fight if your side takes too many casualties. During some encounters, there is a specific objective which you must achieve, perhaps to destroy a machine or rescue a captive. Each of the special encounters describes what you must do to win, and therefore end, the game.

MOVEMENT

During the movement phase you can move your models as you wish in accordance with the rules given below. Move your model fighters one at a time and finish moving each before moving the next one.

You can move your fighters in any order except where noted below.

1	**Chargers**	If you want a model to charge at an enemy and attack him hand-to-hand then you must do this before moving any other models. When you charge you must declare to your opponent that you are charging and indicate which enemy model you are attacking.
2	**Compulsory Moves**	Sometimes a model is obliged to move in a certain way and this is called a 'compulsory move'. For example, a fighter whose nerve breaks must run away from his enemies and take cover. Make all your compulsory moves before finishing any remaining movement.
3	**The Rest**	Once you have moved chargers and compulsory movers you can move the rest of your models as you wish.

MOVING

During their movement phase models can move up to their move rate in inches in any direction. Most fighters have a move characteristic (M) of 4 and so can move 4" in any direction including up or down ladders.

In normal circumstances you do not have to move the full permitted distance or at all if you do not wish. Any exceptions are described later and invariably involve either charges or compulsory moves.

RUNNING

The normal 4" move represents a person moving at a fairly rapid rate but allowing time to aim and shoot a weapon and generally observe what is going on around him. If you wish a model can move much quicker than this – he can run! A running fighter can move at double speed: 8" rather than 4", for example.

A running model loses his chance to shoot in the turn. He is concentrating on running and is not prepared to fight, having shouldered his weapons or replaced them in holsters. You should declare that models are running as they move, as this will help to remind both players that the model is unable to shoot that turn. You can place a Run counter beside the model to jog your memory if you wish.

If a running model approaches within 8" of an enemy that he can see he must stop immediately. The runner is surprised to find an opponent so close and immediately stops to draw a weapon or ready himself to fight.

CHARGE!

If you wish a model to engage an enemy in hand-to-hand combat then you must declare and make a special move called a **charge**. The reason we do this is that the enemy may get a chance to shoot as you leap towards him waving your weapons and yelling a bloodcurdling cry. Without measuring the distance, declare that you are charging and indicate which enemy model you wish to attack.

A charge is like a run, at double move rate, but ends with the attacker touching his enemy base-to-base. Once opposing models are touching bases in this way they are engaged in hand-to-hand combat. Models are also engaged in hand-to-hand combat if separated by a low wall or obstacle, where it is literally impossible for the bases to touch because the wall is in the way.

It can happen that you charge towards an enemy but fail to reach him because you have miscalculated the distance. If this happens the model is moved as far as possible towards his enemy and can do nothing for the rest of the turn.

Note that you cannot move models into hand-to-hand combat except by charging – any move intended to bring a fighter into hand-to-hand combat is a charge by definition.

HIDING

The **Hiding rule** allows us to represent the fact that real people can duck down and conceal themselves in a way our unmoving and dramatically posed models cannot. A hiding fighter keeps as still as possible, just peeking out over his cover or around a corner. Hiding is sometimes useful if you want to keep out of a fight until the enemy gets within close range, or if you want a breather to recover and regroup your forces.

A model can hide if it ends its movement behind a low wall or column, at the corner of a building, or in a similar position where a person might reasonably conceal himself. The player declares that his fighter is hiding and can indicate this by placing a Hidden counter beside the model.

While hidden a fighter cannot be seen or shot at, even if a portion of the model is actually sticking up or out from its cover.

While hidden a model cannot shoot without giving away its position or coming out of hiding. If a hiding model shoots or moves so that it can be seen then it is no longer hidden and can be shot at as normal.

A model that runs or charges is not able to hide that turn. His sudden burst of speed does not give him time to conceal himself from view.

A model may stay hidden over several turns so long as it remains behind a concealing wall or similar feature. It may even move around behind cover so long as it remains concealed while it does so. If an enemy moves into a position where he would clearly be able to see the hidden fighter, then the model cannot claim to be hidden any longer and the counter is removed.

A model may not hide if it is too close to an enemy – he will be seen or heard no matter how well concealed he may be. This distance varies according to the enemy fighter, who will always see, hear, or otherwise spot hidden foes within his Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemy within 3".

TERRAIN

The underworld of the Necromundan hives is a dark and ruinous place where the tumbled constructions of a distant age form a broken and hazardous landscape. Collapsed tunnels and gushing rivers of effluvia make the going arduous and sometimes impossible. Many parts of the Underhive are connected by man-sized crawlholes which travellers must squeeze through to reach their destination. Even the open areas of the Underhive, the ancient and abandoned habitation domes, are a tangle of half buried buildings, industrial zones and collapsed service tunnels.

Battles mostly take part in open areas where movement is easiest. Obviously high walls and other constructions will block your progress, but the ground level and raised surfaces are reasonably solid. However, should you find yourself struggling over shifting ash wastes or up to your elbows in marshes of bubbling pollutant, your progress will be impeded as indicated below.

OPEN GROUND

The tabletop surface, building floors, connecting walkways and ladders are all considered to be open ground which does not affect your movement. You can also move through doors or hatches without slowing your speed.

DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, dense stands of hive foliage such as giant fungi, pools of pollutant liquid or effluvia, and thick or sodden hive dust. Models move over difficult ground at half speed or half rate, so 1" of movement counts as 2". For example, to cross a 1 1/2" wide pool of bubbling algal slime you must expend 3" of your move. Similarly, if moving over a steep mound of ash waste you'll move at 2" per turn rather than 4".

A fighter who is running is slowed down by difficult ground. He will run at 4" rather than 8" over steep slopes for example, because all models move at half speed over difficult terrain.

VERY DIFFICULT GROUND

This is the really nasty stuff you wouldn't want to go near. It includes tar pits, deep or noxious pools of liquid wastes, and narrow crawlholes through the rubble. Models move over very difficult ground at a quarter rate, so each 1" of movement counts as 4".

IMPASSABLE GROUND

Much of the Underhive is simply impossible to move over or through, such as deep or corrosive pools, enveloping layers of soft hive dust, and, of course, solid walls, collapsed tunnels and the like.

WALLS AND BARRIERS

Walls, pipelines, small heaps of debris, and other low obstacles form barriers that you can either go around or leap over. A model can leap over a barrier less than 1" high and no more than 1" wide without impeding its movement at all. A barrier between 1" and 2" high, and no more than 1" wide, can still be crossed by climbing over but you must give up half of your total move that turn to do so. For example, if you would otherwise move 4" then you must give up 2". A barrier higher than 2" is too tall to climb over and is effectively impassable.

SHOOTING

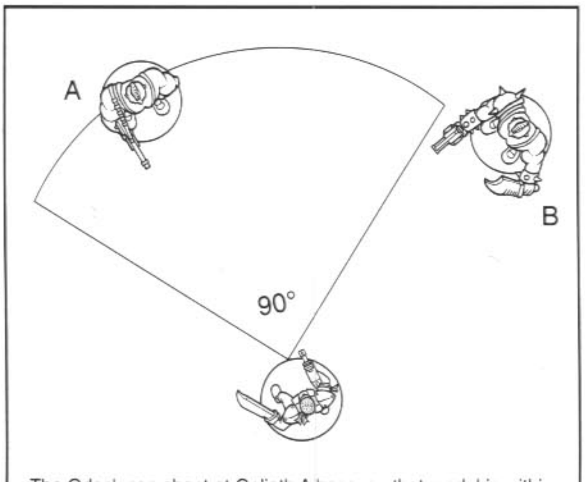
Necromundan Underhive fighters carry a variety of weaponry. Individual fighters often have several different weapons such as grenades, pistols, knives and guns.

During the shooting phase of your turn each of your fighters may shoot once with one of his weapons. So you can either shoot a laspistol, fire a boltgun, or throw a grenade, for example.

Work through your models one at a time. Pick which fighter is going to shoot, nominate his target, work out if he hits his enemy and, if he does so, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish.

WHO CAN SHOOT

Each model can shoot once in the shooting phase so long as he can see a target and assuming he has a suitable weapon and isn't fighting in hand-to-hand combat (as described later). The fighter is always assumed to face in the direction faced by the model itself, and is able to see within a 90 degree arc to his front. You can only shoot at a target within this arc as shown on the diagram below.

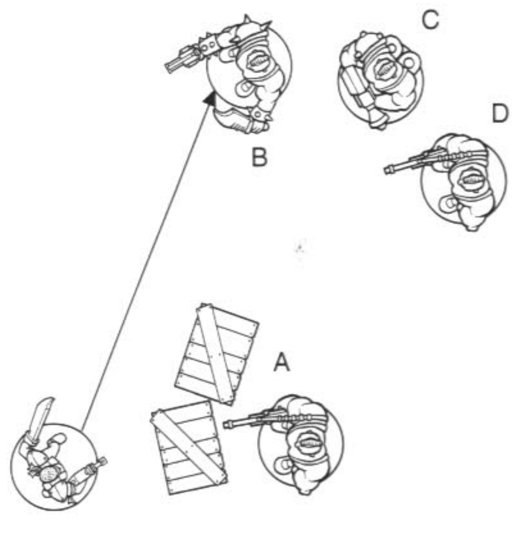


The Orlock can shoot at Goliath A because that model is within his 90° arc of sight. He cannot shoot at Goliath B because this model is outside his 90° arc of sight.

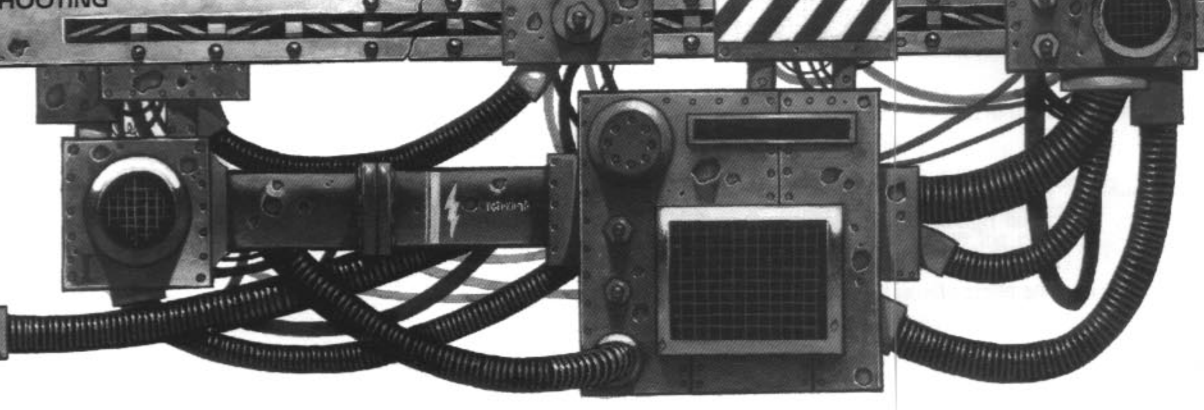
To shoot at a target a fighter must be able to see it, and the only way to check this is to stoop over the tabletop for a model's eye view. Sometimes it will be obvious whether a target can be seen, at other times it will be more difficult as buildings and girders will be in the way. So long as the shooter can see at least a part of the target's body he can shoot, even if all that can be seen is an arm or leg. If he can see nothing but the tip of a gun or the end of a sword then he cannot shoot as he is unable to see the target's body. If in doubt, and if you've checked the shot from both the firer's and the target's view and still can't decide, then roll a dice – on a 1, 2 or 3 you can't see and on a 4, 5 or 6 you can.

CLOSEST TARGET

You must shoot at the closest enemy as he represents the most immediate threat and therefore the most obvious target. However, you can fire at a more distant target if it is easier to hit. For example, a closer target may be hard to hit because it is partly obscured by cover whilst a more distant target might be in the open and therefore an easier shot.



Here, the closest target (A) is behind cover and so is more difficult to hit than the more distant targets B, C and D. In this situation the firer may shoot at target B even though he is further away.



RANGE

Once you have decided to shoot and have chosen your target you must measure to see whether the shot is **within range**. Each type of weapon has a maximum range as indicated later in the Armoury section of the book. The following examples show the short, long and maximum ranges of a selection of typical weapons.

	Short Range	Long Range	Maximum Range
Laspistol	0-8"	8-16"	16"
Bolt Pistol	0-8"	8-16"	16"
Autogun	0-12"	12-24"	24"
Lasgun	0-12"	12-24"	24"
Boltgun	0-12"	12-24"	24"
Melta-gun	0-6"	6-12"	12"
Shotgun	0-4"	4-18"	18"
Missile Launcher	0-20"	20-72"	72"
Heavy Stub Gun	0-20"	20-40"	40"

Assuming your target is within range you can proceed with the shot. If the target is out of range then you have automatically missed, but you still have to test to see whether your weapon develops a fault (see *Ammo Rolls*, later in this section).

HITTING THE TARGET

To determine whether a shot hits its target roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by his Ballistic Skill or BS). The chart below shows the minimum D6 roll needed to score a hit.

BS of shooter	1	2	3	4	5	6	7	8	9	10
D6 score	6	5	4	3	2	1	0	-1	-2	-3

For example: If the shooter is a ganger with a BS of 3, a dice roll of a 4 or more is required to hit the target. An easy way to remember this is simply to subtract the firer's BS from 7 to find the number needed to hit.

You will notice that the chart covers scores of 1 and even less. However, a dice roll of a 1 is always a miss regardless of circumstances. There is no such thing as a certain hit – if the dice turns up a 1 you have missed!

HIT MODIFIERS

Some shots are easier than others. It is easier to hit a target that is in the open compared to a target behind cover. Usually it is easier to hit a target if it is close compared to one further away. These situations are represented by the following modifiers.

HIT MODIFIERS

-1	If the target is in partial cover	Up to half the target is obscured as defined in the section on cover.
-2	If the target is in cover	More than half the target is obscured as defined in the section on cover.
-1	Appearing/disappearing or charging target	The shooter is firing at a suddenly appearing/disappearing or charging target whilst on overwatch. See the Overwatch rules later in this section.
-1	Rapid moving target	The target moved 10" or more in his previous move phase.
-1	Small target	The whole target is less than 1/2" tall or wide. Such targets might include unexploded bombs, mechanical devices, or a specific point on the ground or wall. Enemy fighters are always larger than this!
+1	Large target	The whole target is 2" tall or wide. Such targets include large processor tanks, bulkhead doors and other sizeable bits of industrial equipment.

Modifiers for range depend upon the weapon used. All weapons have their own range bands and different modifiers at short or long range, as indicated in the Armoury section of this book. The following examples show how this works.

Weapon	Short Range	Long Range
Laspistol	+2	-1
Bolt Pistol	+2	–
Plasma Pistol	+2	-1
Autogun	+1	–
Boltgun	+1	–
Heavy Bolter	–	–
Shotgun (Solid slug)	–	-1

As you can see, pistol weapons are very sensitive to range: they are likely to hit at short range but can be inaccurate at long range. Remember, long range isn't necessarily very far in the case of a pistol! Heavy weapons, on the other hand, tend not to be sensitive to range. With these weapons it is as easy to hit at a distance as it is at short range because a close moving target is hard to track with a weighty or clumsy weapon. Most other weapons are marginally easier to hit with at short range, as you would expect.

Example 1: A ganger with a BS of 3 shoots a laspistol at a target 12" away. The ganger needs to roll a dice score of 4 to hit. The target is not in cover so no modifiers apply there. On the other hand the target is at long range for a laspistol (8-16") and so suffers the -1 to hit penalty. The firer therefore needs to roll at least a 5 to successfully hit (5-1 = the required score of 4).

Example 2: The same ganger (BS3) shoots his laspistol at a target 12" away which is partially obscured by cover. He basically needs a 4 to hit, but there is a -1 penalty for shooting at long range, and a further -1 for shooting at a partially obscured target. He will therefore need a 6 to hit.

COVER

The many walls, girders, buttresses and ruined buildings in the Underhive provide plenty of cover. If a target is partly obscured by intervening cover then it will be harder to hit. How much harder depends upon how much of the target is obscured by the cover.

If the shooter can see at least half of the target's body but not the entire body, then the target is said to be 'in partial cover'. The shooter suffers a -1 to hit penalty.

If the shooter can see some of the target's body but less than half of it, then the target is said to be 'in cover'. The shooter suffers a -2 to hit penalty.

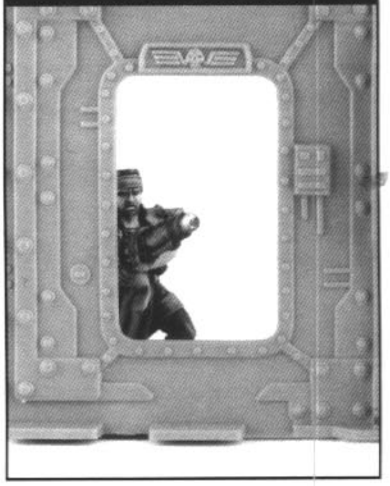
If a target model is in cover or partially in cover and *hiding*, then it cannot be seen or fired at even if the shooter can see a portion of the model's body. The fighter is assumed to be keeping still, concealing himself in the shadows and hugging his cover as closely as he can (see *Hiding* in the Movement section).

A certain amount of judgement is called for by the players when deciding whether a model can be seen, if it is in cover, or whether it can reasonably continue to hide behind cover. In practice, players quickly reach an agreeable method of determining this for themselves, but if you really cannot decide in a particular case then each player rolls a dice to settle the matter, the highest scorer deciding in that instance.

SMALL AND LARGE TARGETS

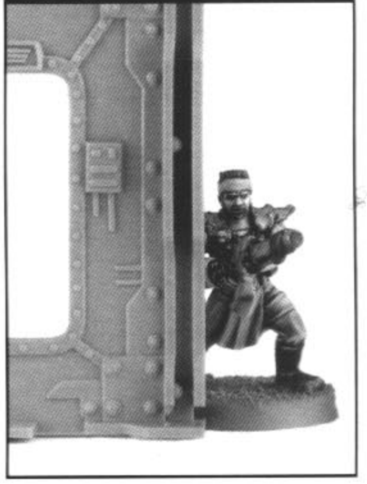
These modifiers are not normally used unless the encounter involves a specific target which is especially large or small. For example, perhaps you must destroy a water still collecting vane or a chemical storage tank to achieve your objective. Enemy fighters are never small or large targets and you cannot specifically aim at items they are carrying.

IN COVER



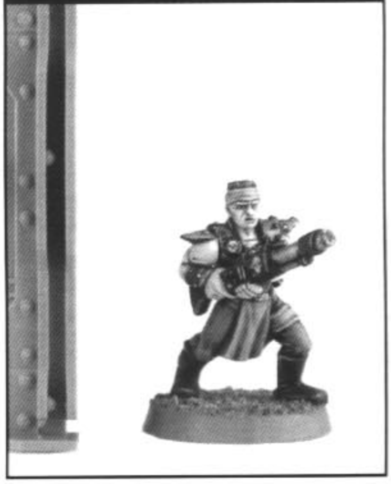
This fighter is considered to be 'in cover', as less than half his body is in view.

IN PARTIAL COVER



Though some of this fighter's body is hidden, more than half can still be seen.

OUT IN THE OPEN



This fighter is out in the open. A shooter would incur no penalties to hit.

7+ HIT

Because of the modifiers it is quite possible that you will end up needing a score of 7 or more to hit the target. It is obviously impossible to roll a 7 on a D6, but you can still hit if you are lucky. Roll a D6 as before. If you roll a 6 then you might have hit. Roll a further D6 – the additional score required is shown on the chart below.

Score Required to Hit	7	8	9	10
Additional D6 Score	4+	5+	6+	Miss

Example: A juve is shooting a laspistol at a target 12" away and behind partial cover. The juve's BS is 2 so he requires a 5 to hit. The modifiers are -1 for long range and a further -1 for partial cover. A score of 7 is therefore needed. To achieve this the juve must roll a 6 followed by a further roll of a 4 or more.

PINNED

As soon as a fighter is hit the model is knocked over and placed face up. We say the model has been **pinned** by enemy fire.

The force of the shot has knocked the fighter off his feet. The shot may have hurt or even killed him, or he may be lucky and escape without significant harm. Even if he survives he is momentarily confused, or, at best, his instincts force him to hit the dirt and keep his head down.

Later we'll deal with what happens to the pinned fighter if he survives unharmed. First, we'll find out whether the shot has wounded him.

WOUND

Once you have hit a target you must test to see whether a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment or weaponry, or perhaps it just scratches the skin or causes some very minor injury which the fighter bravely ignores. If you fail to cause a wound then the target is unharmed but is still pinned by enemy fire as described later.

To determine whether your shot has caused a wound you must compare the Strength value of the weapon with the Toughness (T) characteristic of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Armoury section, but a few examples are given here.

Weapon	Strength
Laspistol	3
Bolt Pistol	4
Stub Gun	3
Autogun	3
Lasgun	3
Boltgun	4
Melta-gun	8
Lascannon	9
Auto-cannon	8
Heavy Stub Gun	4

The chart below shows the D6 score required to turn a hit into a wound. Remember, an average Toughness characteristic value is 3.

WOUND CHART

	TARGET'S TOUGHNESS									
STRENGTH	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	4	5	6	6	N					
2	3	4	5	6	6	N				
3	2	3	4	5	6	6	N			
4	2	2	3	4	5	6	6	N		
5	2	2	2	3	4	5	6	6	N	
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

A result of 'N' on the chart means that it is impossible to cause a wound on a target as tough as this using a weapon of that strength.

INJURIES

Most fighters have a Wound characteristic of 1 but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 wound from his total for each wound he suffers. Make a note on the roster sheet. So long as the model has a least 1 wound left he can continue to fight.

As soon as a fighter suffers his last remaining wound roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6.

1	**Flesh Wound**	The target has sustained a minor wound. Deduct -1 from both his Weapon Skill and Ballistic Skill for the rest of the game.
2-5	**Down**	The target falls down to the ground where he lies wounded and barely conscious. Turn the model over or face down, to show that the fighter has gone 'down'.
6	**Out of Action**	The target has been badly wounded and falls to the ground unconscious. He takes no further part in the game and the model is immediately removed from play.

FLESH WOUND

A model with a flesh wound can continue to fight even though it has 'zero' wounds left. If the model takes further wounds then roll for injury once more, just as if it had lost its final wound.

A fighter can sustain several flesh wounds and still continue to fight, albeit at reduced effectiveness. Make a note on your roster sheet and apply the penalties indicated for the rest of the game. Leave the model lying face uppermost to show it is still **pinned** (see later).

Each time a model suffers a flesh wound, it loses a further 1 point of BS and WS, so a model with several flesh wounds may have a WS or BS of 0. If his WS and BS both reach 0 the fighter automatically drifts into unconsciousness due to loss of blood and is taken **out of action**.

DOWN

When a fighter goes down he is either badly injured or temporarily knocked senseless: he might recover or he might lapse into unconsciousness and even die. Turn the model **face down** to show the fighter has gone 'down'. A model which goes down may do nothing except crawl as noted below.

A player must roll to see what happens to any of his fighters who are down at the end of his recovery phase. Fighters may recover, stay down, or go out of action. Roll a D6 and consult the Injury chart again (1 = flesh wound, 2-5 = down and 6 = out of action). Models which recover to flesh wounded may continue to fight but suffer the -1 WS/BS penalty, and are 'pinned' for one turn (see *Pinned*). Turn the model face up to show this. Models which stay down remain face down and unchanged. Models which go out of action are removed.

During his movement phase a man who is down can crawl or stagger 2" as if he had a M characteristic of 2. He may do nothing else and he may not run or charge. This enables a badly wounded character to get behind cover or escape from his enemies (if he's lucky!).

OUT OF ACTION

'Out of action' indicates a man is out of combat and also out of the game. Remove the model from the tabletop. It is impossible to tell whether the fighter is alive or dead, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see Campaigns for details).

MULTIPLE WOUNDS

Some weapons inflict more than 1 wound when they hit. A model cannot be reduced to fewer than 'zero' wounds, but each extra wound inflicted means you roll another Injury dice. So, if a fighter has 1 wound remaining and suffers 4 wounds he rolls four Injury dice.

Multiple 'down' results are ignored but a fighter can suffer multiple flesh wounds. A fighter who suffers flesh wounds and goes down at the same time is treated as going down but suffers the penalties indicated for his flesh wounds as well. Remember, any fighter reduced to 0 WS and BS by flesh wounds automatically goes out of action.

ARMOUR

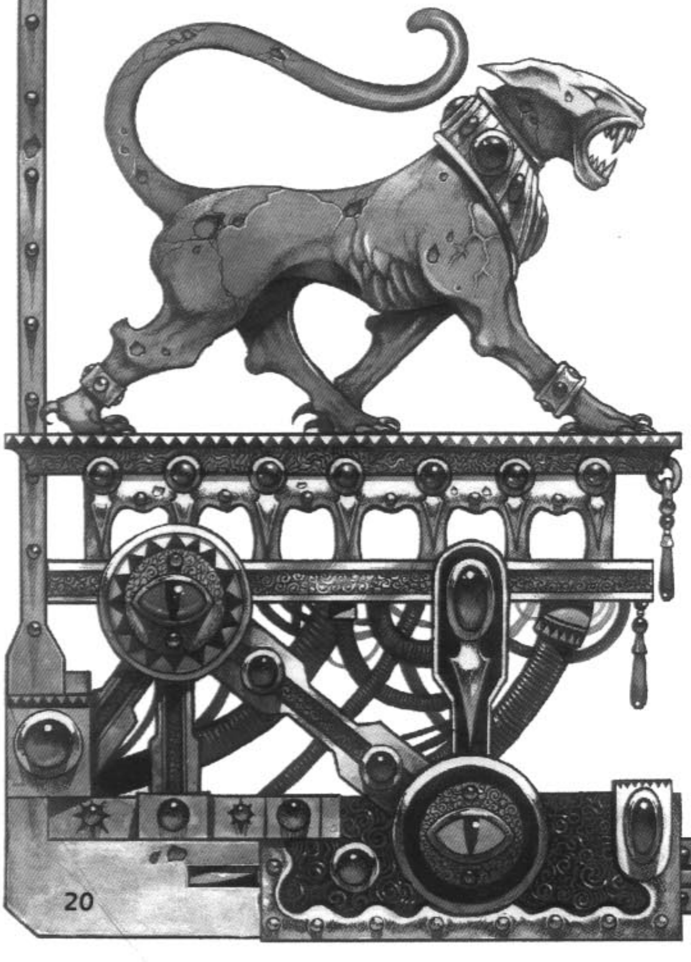
Armour is less important and less readily available in the confines of the Necromundan Underhive than on a conventional battlefield. Gangers rely more upon the natural cover of the hive and their own wits to avoid injury. However, some fighters wear protective clothing or armour which may save them from a wound if they are lucky. To represent this there is a special test called a **saving throw**.

If a fighter is wearing armour and suffers a wound then roll a D6. If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all. The dice score required varies according to the type of armour. The most common armour types and the D6 roll required to effect a save are given below.

Armour	Minimum D6 score required to save
Flak	6
Mesh	5
Carapace	4

For example: A fighter is hit by a shot from a laspistol and suffers a wound. Fortunately, he is wearing carapace armour, a hardened plasteel jacket or plate which covers his upper body. He rolls a D6 and scores 5 – easily enough to deflect the shot and save him.

Some weapons are better at penetrating armour than others. A shot from a laspistol might be deflected relatively easily, but a shot from a huge lascannon is a different matter! To represent this, each weapon has an **armour save modifier** as indicated in its description in the Armoury section. For example, a boltgun has a -1 save modifier so all armour saves must deduct 1 from the dice roll. It is not possible to effect a save if the score required is more than 6.



PINNED FIGHTERS

Often a fighter is hit and pinned by enemy fire but doesn't go down or out of action. He might be hit and not wounded, or he might suffer a flesh wound, and so on.

A model that is pinned remains knocked over lying face up. Whilst pinned, the fighter can do nothing. He cannot move, shoot, or so on.

A model which is pinned at the start of his turn will automatically recover from pinning at the end of that turn. In effect, the model misses his turn and is then ready to fight once more. At the end of the turn stand the model up to show that the fighter is no longer pinned.

ESCAPE FROM PINNING

A model which is engaged in hand-to-hand combat will automatically escape pinning. The pressing need to defend himself galvanises the fighter into action. Stand the model up to show he is no longer pinned.

If a model has at least one other model from the gang within 2" then he can try to escape pinning at the start of his turn. If successful the fighter will not have to miss his turn at all. Roll a D6. If the score is equal to or less than his Initiative value he has recovered his wits immediately. Stand the model up. The fighter can move and fight normally that turn.

Note that when testing to escape pinning at the start of the turn juves, fighters who are down, and fighters whose nerve is broken do not count. Rather than reassuring the fighter and offering covering fire, the proximity of these unreliable comrades will only encourage him to keep his head down!

SHOOTING INTO HAND-TO-HAND COMBAT

Normally it would be considered very rash indeed to shoot at fighters who are grappling with each other at close quarters – it would be very easy to hit the wrong man! Although the models themselves are immobile the fighters are actually ducking, diving and rolling about in a whirlwind of action.

Should you wish to shoot at a model engaged in hand-to-hand combat roll to hit as normal. If you hit then you must decide whether you have hit the intended model or a model fighting the target. There is as much chance of hitting the target as there is of hitting each model he is fighting. So, if there are two models fighting a D6 roll of 1-3 indicates one model, a 4-6 indicates the other. If the target is fighting two opponents then you'll need a 5 or 6 to hit the right man, and so on.

MOVING AND SHOOTING

In most cases a model may move at its normal movement rate and shoot. There is no penalty for this, as the normal move rate assumes a certain amount of time spent stationary or nearly so.

Some 'heavy' weapons are so cumbersome that it is impossible to move and shoot with them in the same turn. These weapons are indicated in the Armoury section.

Models which run or charge may not shoot.

Models which have gone down as a result of an injury, or which are pinned as a result of a hit, cannot shoot.

Models fighting hand-to-hand combat cannot shoot, any weapons fire at close quarters being worked out in the hand-to-hand phase. Models which are broken are also unable to shoot (see the Leadership Tests section).

SHOOTING AT A FIGHTER WHO IS DOWN

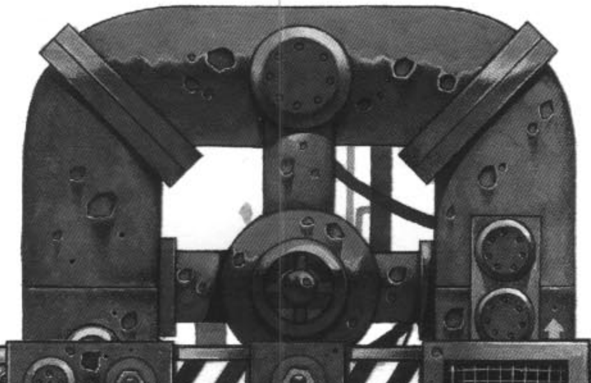
You do not have to shoot at a target who is down even if it is the closest target. However, you can shoot at a fighter who is down if you want to and he is the closest or easiest shot. You can... If you're really that mean. You are... Read on!

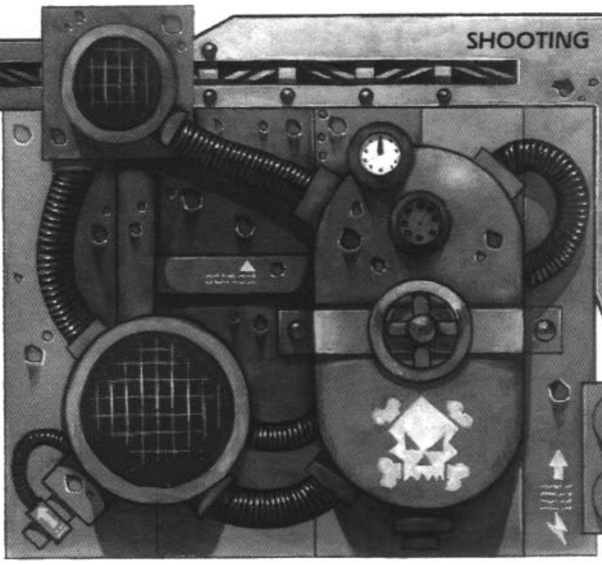
If a fighter who is already down takes a further wound or wounds, roll again on the Injury table and apply the result. A flesh wound will inflict further WS/BS penalties. If the fighter goes down again then ignore the result. If he goes out of action remove the model from combat.

Generally speaking, it is rare for players to shoot at enemy fighters who are down unless they are stranded in the open and there are no other targets available. However, it sometimes happens that blast weapons scatter from their point of aim and accidentally hit men who are already down.

BLAST WEAPONS

Some weapons fire an exploding shell or energy blast which inflicts damage over a large area. The spread of a shot or blast is represented by a circular blast marker. These vary in size from 1" radius upwards. Different weapons use different sized blast markers as indicated in the Armoury section.

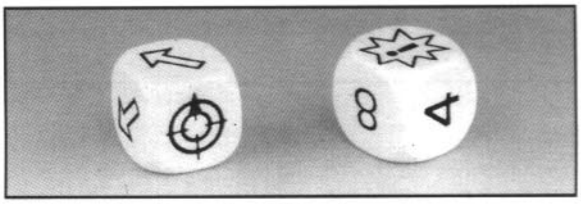




When you shoot a weapon that uses a blast marker nominate your target and roll to hit exactly as you would with any other weapon. If the target lies beyond the weapon's range then the shot dissipates harmlessly causing no damage. Otherwise take the blast marker and proceed as follows.

If you hit the target place the blast marker with its centre directly over the target model. The target is hit, and any other model that lies wholly inside the blast marker is hit too. If a model lies partially within the blast marker then it is hit on a further D6 roll of a 4, 5 or 6. Roll for wounds and injuries on each model that is hit.

If you miss the original target then your shot has flown wild but may still land close enough to cause damage. To determine where the shot has landed you must make a **Scatter roll**. To do this you will require two special dice, the **Scatter dice** (marked with arrows and a hit symbol) and the **Artillery dice** (marked with numbers and a 'misfire' symbol). Take both these dice and roll them so that they land as close to the target as possible.



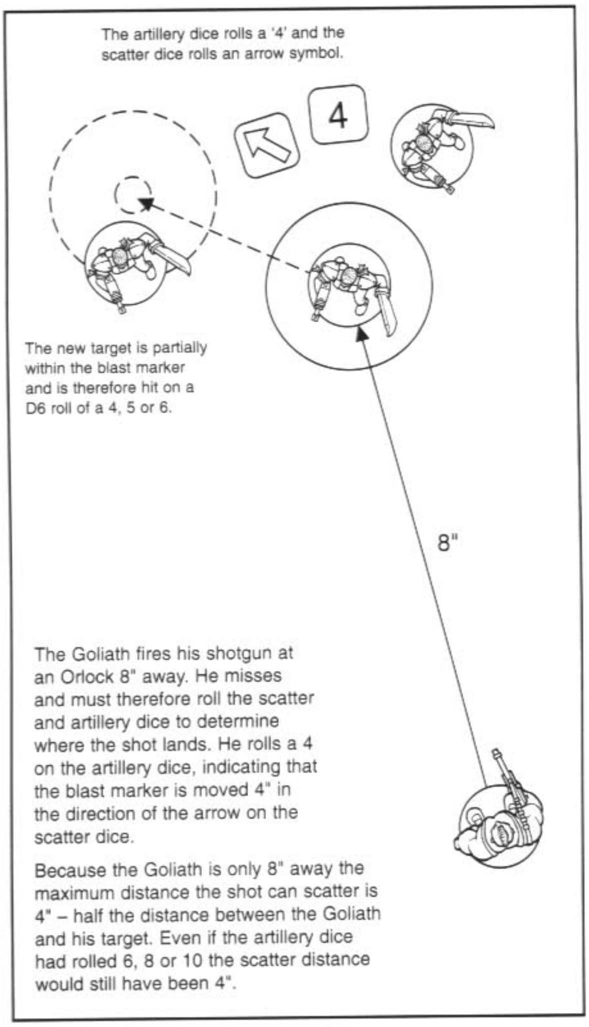
From left to right: Scatter dice, Artillery dice

If the Artillery dice shows a number this indicates how far you have missed the target by – 2", 4", 6", 8" or 10". The direction in which the shot lands is indicated by the scatter dice arrow. Note that the Hit symbol also has an arrow marked on it, so it can be used to indicate direction. Place the marker in the position indicated by the two dice.

If the Artillery dice shows a misfire then the shot dissipates in the air or is a dud and has no effect.

If the dice show a Hit and Misfire then the shell may have exploded in the breach as explained in the rules for Exploding Weapons (see *Exploding Weapons* in the Advanced Game Rules section).

Once the marker is positioned any models that lie wholly under the blast marker are hit. Any models which lie partially under the blast marker are hit on the further D6 roll of a 4, 5 or 6. Work out the effect of hits normally.



The artillery dice rolls a '4' and the scatter dice rolls an arrow symbol.

The new target is partially within the blast marker and is therefore hit on a D6 roll of a 4, 5 or 6.

The Goliath fires his shotgun at an Orlock 8" away. He misses and must therefore roll the scatter and artillery dice to determine where the shot lands. He rolls a 4 on the artillery dice, indicating that the blast marker is moved 4" in the direction of the arrow on the scatter dice.

Because the Goliath is only 8" away the maximum distance the shot can scatter is 4" – half the distance between the Goliath and his target. Even if the artillery dice had rolled 6, 8 or 10 the scatter distance would still have been 4".

Note that no shot can ever scatter by more than half the range between the shooter and their target. If the target is 10" away, for example, the miss may not scatter by more than 5" regardless of the dice score. However, a wildly scattering shot may land outside its usual fire arc (90 degrees in front of the firer) or beyond its usual maximum range.

GRENADES

There are many different sorts of grenades available to Underhive fighters. The most common are explosive fragmentation or 'frag' grenades and implosive energy grenades called 'krak'. If a model carries grenades then it is assumed that he has enough to last the entire battle, regardless of how many he might actually throw. See *Grenades* in the Armoury section for a description of the different types of grenades.

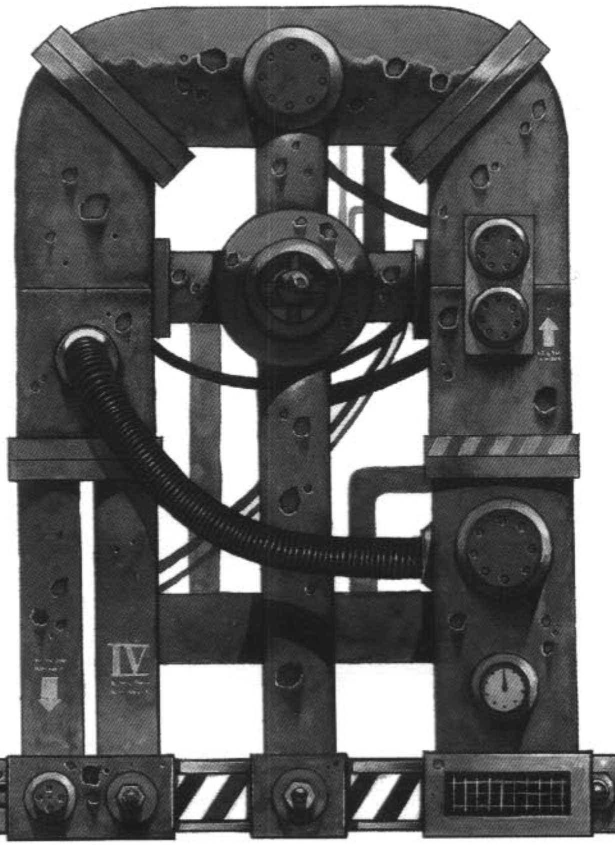
A model may throw a grenade rather than shoot a weapon. A grenade throw is treated exactly like any other shot, so roll to hit using the thrower's Ballistic Skill (BS) characteristic.

Frag grenades and most of the special grenades types use a blast marker. All grenades scatter if they miss just like other weapons with blast markers. Work out scatter as described already, except that the number on the Artillery dice is always halved because grenades are thrown at very short ranges. On the other hand, the maximum scatter limit does not apply to grenades, which can bounce around all over the place before going off! A grenade thrown at a target 2" away may therefore scatter up to 5" in any direction.

The maximum range of a thrown grenade depends upon the Strength characteristic of the fighter as shown on the chart below.

Thrower's Strength	Range of Throw
1	4"
2	6"
3	8"
4	10"
5 or more	12"

Some special grenades are designed to produce clouds of smoke or gas which can be used to provide cover. When you throw a smoke grenade, for example, you don't want to actually throw it at an enemy fighter but at a specific point on the ground. You can do this by simply nominating the point you wish to aim the grenade at. The point counts as a small target, and therefore suffers the -1 to hit penalty for shooting at small targets.

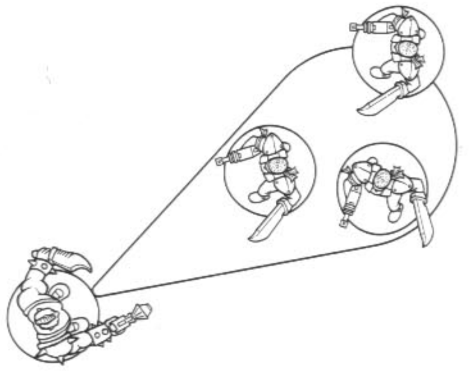


FLAMER TEMPLATES

Flamers utilise a special teardrop-shaped template which represents a jet of flame. There are two sizes of template to represent both sizes of this weapon: the hand flamer and the larger-sized flamer.

To shoot with a flamer or hand flamer take the appropriate-sized template and place it with the narrow end touching the base of the shooter and the broad end over your target. Any models wholly covered by the template are hit automatically and any models partially covered are hit on a further D6 roll of a 4, 5 or 6.

Any hits are resolved as normal, roll for wounds and then determine injuries for any wounded models. Note that the hit modifiers for range, cover, and such like do not apply to flamers. Flamers are especially good at winkling enemy fighters from behind cover! See the Armoury section for further details.



A Goliath armed with a hand flamer shoots at three Orlock fighters. The Goliath player places the template as shown. Two Orlocks are completely covered by the template and are therefore hit automatically. The other Orlock is only partially covered by the template, and will be hit on a D6 roll of 4 or more.

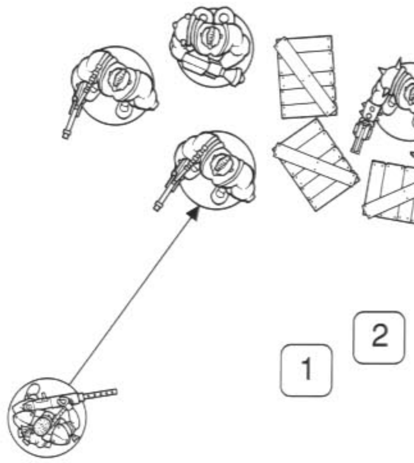
SUSTAINED SHOOTING

Some especially large and dangerous weapons can fire a sustained burst of shells which may hit several targets at a time. This is called **sustained shooting** or **sustained fire**. Weapons which are capable of making sustained shots are indicated in the Armoury section. Basically, these are machine gun type weapons such as the heavy stubber and autocannon which can rake targets with a hail of shells.

When you shoot with a weapon of this kind declare whether you are firing a normal single shot or a sustained shot. A single shot is worked out as normal. A sustained shot is worked out as follows.

Pick your target and shoot to hit as normal. If you don't hit then you have missed and hit nothing. If you hit then roll a Sustained Fire dice (marked 1, 1, 2, 2, 3 and the jam symbol). The score indicates how many times you have hit the target. So if you roll a 1 you have hit once, if you roll 2 you have hit twice, if you roll 3 you have hit three times.

If you wish, you can spread excess hits amongst other visible enemy models within 4" of the target (at least 1 hit is allocated to the original target). So, if you score 3 hits you can hit your chosen target once and two other models once each if they are within 4". You can allocate hits in any way you wish, providing the extra models targetted would not have been harder to hit than the original target. If a target in the open is hit, hits could not be allocated to other targets behind cover. Allocate all the hits before testing for wounds and injuries.



The Orlock shoots his stubber and hits the Goliath ganger. Two sustained fire dice are rolled revealing 3 hits. There are three other models within 4", but one is behind cover, and so cannot be hit. One shot always hits the target; the remaining 2 shots can be allocated to the target or either of the other two eligible models.

AMMO JAMS

If you roll a jam symbol on the Sustained Fire dice then no hit is caused and the weapon has gone wrong. You must take an **Ammo roll** to find out what happens.

The rules for Ammo rolls are covered below. Weapons which use sustained fire are far more likely to malfunction than ordinary weapons.

MULTIPLE SUSTAINED SHOTS

Some weapons allow you to throw not just one Sustained Fire dice but two or three. In this case you can either roll the number of dice indicated, or you can roll less if you prefer. You may wish to roll fewer dice because the more dice you roll the greater chance you will have of rolling a jam.

When you roll a jam then no hits are inflicted from that dice. Any indicated hits on other dice are still valid and can be worked out as normal. In addition, you make a separate Ammo roll for each jam rolled.

AMMO ROLLS

Ammo rolls represent faults in the internal mechanisms of weapons or ammunition as well as the possibility of simply running out of ammo. Power packs can fade or suddenly release a burst of energy which burns out circuits, shells jam in the loading mechanism, explode or simply prove dud. No weapon is absolutely reliable or has an infinite ammo supply. Some weapons are notoriously fickle.

When you roll to hit a target a dice score of a 6 indicates that your weapon may have malfunctioned after firing and a D6 Ammo roll is required. Note that you still hit your target with the roll of a 6 and the successful shot is worked out as normal.

Some weapons are more reliable than others. This is reflected by the weapon's Ammo roll rating as shown in the Armoury section. Roll a D6. If you roll less than the number indicated the weapon has malfunctioned and is useless for the rest of the game. Make a note on your roster sheet. If you roll the score indicated or more, then the weapon is alright and you can continue to use it normally. The examples below give the Ammo rolls for some common weapons.

Weapon	Ammo Roll
Laspistol	2+
Autopistol	4+
Bolt Pistol	6+
Lasgun	2+
Autogun	4+
Boltgun	6+
Flamer	4+
Heavy Stubber	4+

As you can see, laspistols and lasguns are very reliable weapons, which is why they are favoured by gang fighters. Bolt pistols and boltguns are more potent weapons but their complex ammunition means that they are far more likely to go wrong.

AMMO JAMS

Weapons which utilise the Sustained Fire dice can also go wrong as a result of an Ammo jam roll on this dice. You must make a standard Ammo roll for every jam scored. This means such weapons are far more likely to go wrong because they can malfunction either during the hit roll itself or as a result of rolling ammo jams.

FLAMERS

Some weapons, notably flamers, use a highly volatile fuel or energy charge and these must make an Ammo roll every time after they are fired. See the Armoury section.

GRENADES

Grenades will automatically fail any Ammo test they are required to make. This means that you have thrown your last grenade of that type, or that all further grenades of that type that you have are duds.

OUT OF RANGE

If you shoot and your target is out of range then you must still make a hit roll to see whether an Ammo roll is required (ie on the D6 score of a 6).

OVERWATCH

The Overwatch rule allows a model to shoot during the enemy player's turn. This represents a fighter taking up position to shoot at an enemy as he appears in view. The reasoning behind the Overwatch rule will become apparent once you have played a few games, so if you are reading this for the first time we recommend you skip this section for now. Come back and read it when you have played once or twice. The Overwatch rule is not a vital part of the game and can be conveniently ignored to start with.

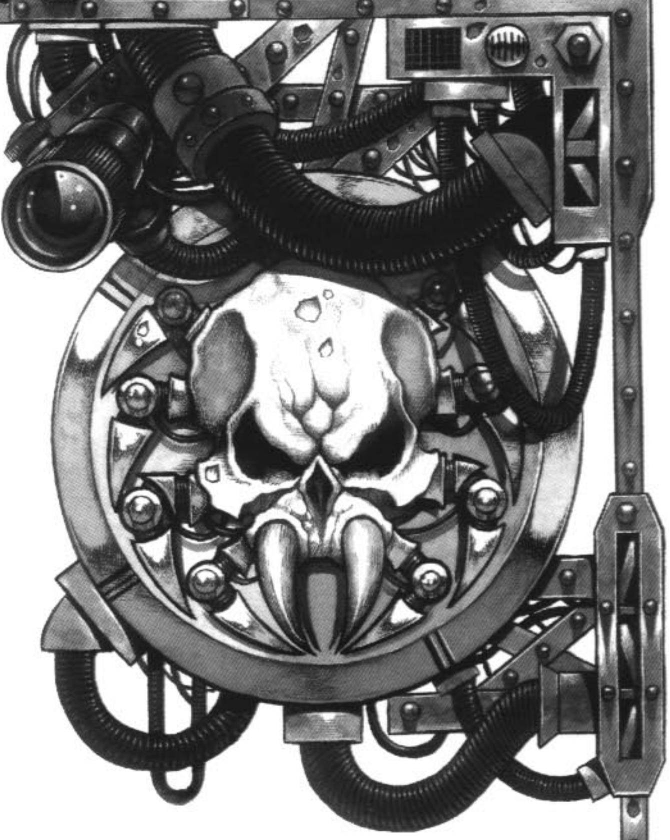
GOING ON OVERWATCH

Any model may go onto overwatch at the start of its turn. A fighter who is down or pinned, or whose nerve is broken cannot go onto overwatch. You will find it convenient to place an Overwatch counter by the model to indicate it is on overwatch.

A model must give up its whole turn to go on overwatch. The model cannot therefore move or shoot. The model cannot hide, but may remain hidden if it started the turn hiding.

During the enemy's turn the model may shoot at any target as it presents itself at any time. For example, the model could shoot before the target moves, after it has completed its move, or actually while the target is moving. Overwatch is obviously very useful for shooting at enemy models as they dash from cover to cover or as they peek out of hiding to shoot.

Once a model has fired on overwatch remove the counter. The model is no longer on overwatch and is free to move and shoot normally in its following turn, or go onto overwatch again if you prefer.



If a model on overwatch does not shoot in the enemy's turn then it reverts to normal – the Overwatch counter is removed and the model may move and shoot. If you wish you may set overwatch again and give up a further turn as before.

If a model is hit whilst on overwatch it loses its overwatch status immediately. The same applies if the model is forced to move for any reason. For example, if a fighter's nerve breaks he will be forced to move and will therefore lose overwatch status.

SHOOTING ON OVERWATCH

When you wish to shoot with a model on overwatch begin by declaring that you are doing so and then determine the position of the enemy model at the moment of fire.

Work out the shot as normal but bear in mind there is a special -1 hit modifier for shooting at an emerging or disappearing target whilst on overwatch. This applies when the target is emerging from a position where he can't be seen or is attempting to move to where he can't be seen, presenting a fleeting target to the firer.

The same -1 hit modifier is also applied if the target is charging the overwatcher, representing the unnerving effect of the enemy's rapid approach. Remember that you can fire on overwatch at any time during the enemy's turn so you will want to let a charger get into close range before firing.

HAND-TO-HAND COMBAT

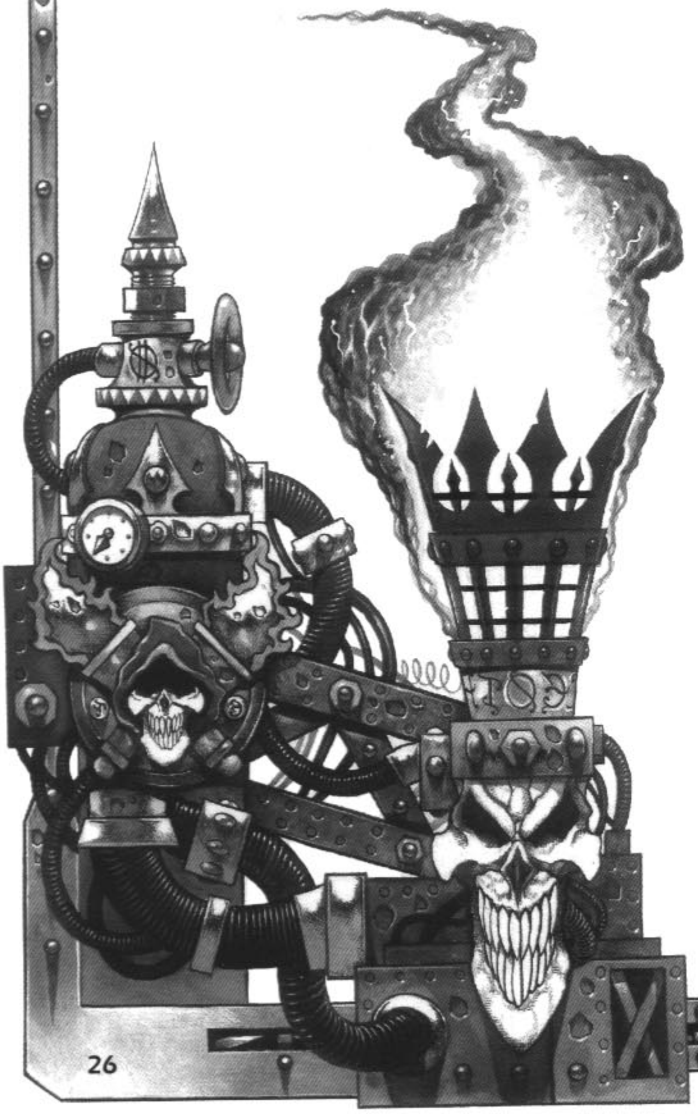
Hand-to-hand fighting is the most dangerous kind of combat, with adversaries using swords and knives, point blank fire from pistols, and even fists, feet and heads.

WHO CAN FIGHT

Models which are touching base-to-base are said to be engaged in **hand-to-hand combat**. This can only happen once a fighter has charged an enemy, as models are not otherwise allowed to move into physical contact. See the *Charge!* section of the Movement rules.

In the hand-to-hand combat phase all close quarter fighting is worked out. Regardless of whose turn it is, all models that are engaged in hand-to-hand combat will fight. Unlike shooting, a model in hand-to-hand combat can fight all round against enemy to its side, front or rear. In reality the models are constantly moving, dodging, ducking and weaving as they struggle to kill their adversaries.

Models fighting in hand-to-hand combat **do not** shoot in the shooting phase. They are far too busy struggling with their adversaries. Any very close range shots they are able to make with pistols are taken into account in the hand-to-hand combat rules that follow.



PROCEDURE

Most fights are 'one-on-one' where a model is fighting one other model. These combats are worked out as described below. Fights involving several models attacking a single opponent are worked out slightly differently as described later.

1 Throw Attack Dice

Both players roll a number of D6's equal to their model's Attacks characteristic.

2 Work Out Combat Score

Each player picks his highest scoring dice and adds his model's Weapon Skill (WS) to the score. He then adds any Combat Score modifiers as shown on the chart. The total is the **Combat Score**.

3 Determine Winner

The player with the highest Combat Score wins. In the case of a tie the model with the highest Initiative characteristic wins. If there is still a tie the combat is a stand-off.

4 Number of Hits

Compare the Combat Scores of both combatants. The difference between their Combat Scores is the number of times the winner has hit the loser. If you win the combat on a tie you still cause 1 hit.

5 Throw to Wound

For each hit scored the winner rolls a D6 on the Wound chart in exactly the same way as hits from shooting. The Strength value will depend upon the weapon used.

6 Saving Throw

Models which are wearing armour may attempt saves in the same way as troops hit by shooting.

7 Resolve Injuries

Resolve injuries in the same way as you would for wounds inflicted by shooting.

ATTACK DICE

Roll the number of Attack dice indicated by the model's Attacks characteristic. This will normally be one but some especially mean fighters may have two or more Attacks.

Although a model may roll more than one Attack dice it is only the best result that counts towards the Combat Score. The advantage of rolling more dice is that it gives you a better chance of rolling high.

FIGHTING WITH TWO WEAPONS

If the model carries a weapon in each hand, such as two pistols, two swords, or a pistol and a knife, then the model rolls one extra dice to represent the extra weapon.

This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons, not to fighters who carry other basic, special or heavy weapons in addition. Carrying grenades does not prevent you using an extra weapon as they are assumed to be clipped to the model's belt or stowed conveniently out of the way. These different types of weapon are discussed in detail in the Armoury section.

DETERMINE WINNER

Each player takes his best Attack dice roll, adds the model's Weapon Skill (WS) and then applies the following modifiers. The highest score is the winner. In the case of a tie the highest Initiative wins. If both models have the same Initiative the result is a stand-off and no blows are struck.

COMBAT SCORE MODIFIERS

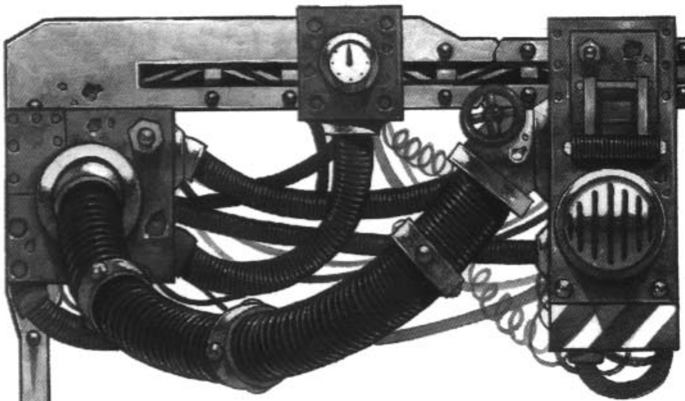
+1	**Opponent Fumbles**	Add +1 to your score for each of your opponent's fumbled dice (rolls of 1). See the Fumble rule for an explanation of how this works.
+1	**Critical Hit**	Add +1 to your score for each critical hit inflicted (additional rolls of 6). See the Critical Hit rule.
+1	**Charging**	If your fighter charged into combat this turn add +1 to his Combat Score.
+1	**Higher Up**	If your fighter is standing on a higher level, platform, or slope then add +1 to his Combat Score.
-1	**Encumbered**	If your fighter is carrying a heavy weapon, or other heavy piece of equipment, he suffers a -1 penalty on his Combat Score.
-1	**Obstacle**	If you charge an enemy who is sheltering behind cover such as a low wall, then you suffer a -1 penalty on your Combat Score that turn. Note this penalty only applies during the turn when you charge.

Note that hit modifiers for weapons are never applied in hand-to-hand fighting. These only apply when shooting at a distance as described in the Shooting section.

NUMBER OF HITS

The difference between the winner's Combat Score and the loser's Combat Score is the number of times the winner has hit the loser.

Example: A ganger (WS3) is fighting a juve (WS2). The ganger rolls a 4 and adds his WS of 3 to make a total of 7. The juve rolls a 5 and adds his WS of 2 to make 7, but the juve has charged and so adds a further +1 making 8. The juve has won by 8 to 7, and the difference (1) is the number of hits he has struck.



WOUNDS, ARMOUR AND INJURIES

Once you have established the number of hits, the remaining procedure is the same as for shooting. Refer back to the Shooting section for a description of how to do this.

Note that models cannot be pinned by hand-to-hand hits, but they suffer wounds in the same way and injuries are resolved in the same way too.

WEAPONS

Only hand-to-hand weapons and pistols can be used to fight hand-to-hand combat. All fighters carry a knife at the very least, and are assumed to have one tucked out of sight if the model itself does not include it.

A fighter will, generally speaking, fight hand-to-hand combat with the weapons he carries as depicted on the model. However, as it is impossible to use basic, special or heavy weapons in close combat (as described in the Armoury section) fighters are allowed to draw any one pistol or hand-to-hand combat weapon from a pouch, bag, holster etc.

Bear in mind that a fighter with a basic, special or heavy weapon needs at least one hand just to carry it, so he can only ever have one hand free to carry a sword, pistol, etc.

A fighter who carries a hand-to-hand weapon or pistol in each hand normally fights with the two weapons depicted as carried by the model. However, if he wishes he is allowed to swap one weapon for another pistol, sword, etc at the start of the hand-to-hand combat. For example, a fighter who has a laspistol and a stub gun could put away his stub gun and draw a sword. The player must declare he is doing so at the start of the combat.

Fighters cannot swap weapons around once they are fighting hand-to-hand; they must persevere with their chosen weapons until the combat is over.

HITS

If a fighter is using a single weapon then any hits inflicted in hand-to-hand fighting are assumed to have been made with that weapon – be it a sword, knife, pistol etc. Resolve the hit using the Strength of the weapon as indicated in the Armoury section.

If a fighter is using two weapons (one in each hand) then any hits are inflicted alternately, first with one hand and then the other. For example, a fighter who carries a sword and a laspistol and who inflicts 2 hits will strike once with the sword and once with the laspistol. Any odd hits can be resolved with either weapon.

ARMOUR MODIFIERS

Knives, swords and other close combat weapons often use the fighter's own Strength. The chart below is used to determine saving throw modifiers where a model's own Strength is used in hand-to-hand fighting.

Model's Strength	Armour Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

THE PARRY

Fighters armed with swords are allowed to **parry** or attempt to turn aside an opponent's blows. To represent this, a model fighting with a sword can force an opponent to re-roll his highest scoring Attack dice before working out his Combat Score. Remember, if your opponent has 2 or more Attack dice he can always choose his next highest score rather than the score of the re-rolled dice.

If both combatants are fighting with swords then the ability to parry cancels out and neither may do so. In the unlikely event that a model carries two swords it may parry twice – that is, it may force two re-rolls or one re-roll against a model with a single sword.

FUMBLE

In the mayhem of close combat it is only too easy to trip or overbalance and leave yourself open to a quick punch or stab. This is represented by the **Fumble rule**.

Any Attack dice rolls of a 1 indicate that you have tripped, dropped a weapon, or otherwise fumbled. For each fumble rolled your opponent may add +1 to his own Combat Score.

CRITICAL HITS

A critical hit represents a lucky blow, a spectacular feint or a cunning trick. When you roll more than one Attack dice there is a chance of scoring a critical hit. You must roll at least two 6's. The first 6 is taken as your highest score and each extra 6 counts as a critical hit adding a further +1 to your total.

For example, if you have an Attacks characteristic of 2 and a pistol in each hand you will roll 3 Attack Dice (2 for your Attacks and +1 for the extra weapon). If you roll two 6's and a 3 you pick one of the 6's as your highest score and add +1 critical hit for the extra 6 giving a Combat Score of 7 plus your WS.

MULTIPLE COMBATS

When two or more models are fighting a single enemy this is called a **multiple combat**. The outnumbered model must fight each of his opponents one after the other during the hand-to-hand combat phase. The outnumbering player may decide the order in which his models will fight. Having chosen the first model to fight the combat is worked out exactly as described for one-on-one fights.

If the outnumbered model survives he must go on to fight his second opponent. The enemy chooses his second fighter and the combat is worked out as before except that the outnumbering player may now roll an extra Attack dice and adds a further +1 to his Combat Score.

If the outnumbered model survives he goes on to fight the third, fourth, fifth and each successive enemy until they have all fought. Each subsequent enemy he fights gains a further Attack dice and adds a further +1 to his Combat Score. For example the third enemy has +2 Attack dice and +2 Combat Score, the fourth has +3 dice and Combat Score, and so on.

FOLLOW-UP

If all of a model's hand-to-hand opponents go out of action the model may make a special **follow-up move**. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The model may be moved up to 2". You can use this 2" move to get behind cover, to engage another model in hand-to-hand combat, or in any way you wish. You can cross an obstacle without penalty during a follow-up, but other terrain penalties apply as normal.

If you use a follow-up move to engage another enemy then move the model but don't work out further combat that turn. The fight continues in the next hand-to-hand combat phase. This is because the fighter has insufficient time to do anything other than follow-up. This is an exceptional circumstance where a model may engage in hand-to-hand combat without charging. No charging bonus is added to the Combat Score if a model follows-up in combat.

Note that a follow-up doesn't affect a model's ability to move in its following movement phase. The follow-up is an extra bonus move which reflects the intense activity of close quarter fighting.

FIGHTERS DOWN

Fighters who are wounded and go down are completely at the mercy of their enemy. In a one-on-one combat any model that goes down is automatically out of action. His enemy finishes him off with a quick blow and the model is removed.

In multiple combats a fighter who goes down has more chance of survival. Where all models on one side go down they are automatically out of combat. Where two or more models are fighting on the same side, some can go down and crawl away at 2" in their movement phase so long as at least one continues to fight.

PINNED FIGHTERS AND HAND-TO-HAND COMBAT

Fighters cannot be pinned when fighting hand-to-hand combat. A fighter who is hit whilst engaged in hand-to-hand combat, even if hit by shooting in the shooting phase, is not pinned.

If a fighter is already pinned when he is charged then the pin is discounted as soon as he is engaged.

MOVING FROM COMBAT

Once models are engaged in hand-to-hand fighting they cannot move away in their movement phase. They must stand and fight until they are taken out of action, until they take out their enemies, or until one or the other breaks and runs as described later.

The only exception to the above is in a multiple combat, where fighters who are down may crawl away so long as friends continue to fight.

BREAKING FROM COMBAT

A fighter who loses his nerve whilst fighting hand-to-hand combat will break off and make a run for it as described in the Leadership section.

When a fighter breaks off from a fight he simply turns his back and runs off. His opponent automatically hits the fighter as he breaks, inflicting 1 hit which is worked out immediately.

LEADERSHIP

KEEPING YOUR NERVE

This section of the rules is concerned with how your fighters react under fire: whether they bravely continue to fight while shells explode around them or whether they turn tail and run for cover. Regardless of your own feelings or those of the gang's leader, even the most hardened gang fighter can be driven off or forced to take cover as the action hots up.

LEADERSHIP TESTS

A fighter may be called upon to take a test to see if his nerve holds. This test is taken using the model's Leadership characteristic (Ld) and is therefore called a **Leadership test**. To take the test roll two dice (2D6) and add the scores together.

If the result is more than your model's Ld then the test is failed. The fighter's nerve is broken and he runs to cover as described below.

If the result is equal to or less than your model's Ld then the test is passed, and the fighter keeps his nerve. In this case there is no further effect and the model continues to fight as normal.

WHEN TO TEST

If a model goes 'down' or 'out of action' then each friend within 2" must take an immediate Leadership test.

BROKEN FIGHTERS

If a model fails a Leadership test then the fighter's nerve has broken. For this reason we refer to such fighters as **broken** and you can indicate this by placing a Broken counter by the model if you wish.

The broken fighter is momentarily panicked or shaken and will attempt to run for cover. He might recover sufficiently to return to the fray once he has steeled himself to fight on.

RUN TO COVER

As soon as a fighter is broken he turns tail and runs for cover. This movement takes place outside the normal turn sequence and is worked out immediately. The fighter makes a dash of up to 2D6" away from his enemy and towards cover. Roll the dice and determine how far the model runs.

If he can reach a position of cover within this distance where he cannot be seen then he stops there.

If he is unable to reach cover where he cannot be seen the fighter runs the full distance rolled. In subsequent movement phases he continues to move 2D6" away from the enemy until he reaches such a position. If he can get out of sight by staying where he is and hiding then he will do so (see the Movement section).

A broken fighter may do nothing other than run to cover and remain there while he attempts to recover his nerve as described below. He may not otherwise move and he will not shoot.

COMBAT WITH BROKEN FIGHTERS

Should a broken fighter be charged and forced into a hand-to-hand engagement then he is in deep trouble! While broken a fighter's WS counts as zero. If he survives the hand-to-hand phase, even if he wins, he automatically breaks from combat and runs for cover at the end of the phase as described below.

BREAKING FROM HAND-TO-HAND COMBAT

A fighter who loses his nerve and breaks while fighting hand-to-hand combat turns away from his enemy and runs away 2D6" just like any other broken fighter.

Because a broken fighter is turning his back upon the enemy he is very likely to be struck as he turns to flee. To represent this the model takes one automatic hit from his enemy. Work this out as soon as the fighter breaks and before he is moved.

RECOVERING YOUR NERVE

A broken fighter may attempt to recover his nerve during his recovery phase so long as he is in cover and he cannot be seen by an enemy model.

To attempt to recover a fighter's nerve roll 2D6. If the score is equal to or less than the fighter's Leadership he has passed the test and can fight normally from then on. If the score is more than the fighter's Leadership he fails the test and remains broken.

BROKEN THAT TURN

It is not possible to be broken and recover your nerve during the same turn. Consequently, a fighter who loses his nerve during his own side's turn will not be able to recover in the recovery phase of that turn.

LEADERS

A fighter within 6" of the gang's leader may use the Leadership characteristic of the leader when taking any Leadership test. This applies to tests to see if a fighter loses his nerve and also to tests to recover. This represents the leader's ability to encourage his fighters and push them beyond their normal limits!

A leader cannot confer this benefit if he is down or broken himself. The sight of your leader running for cover is far from encouraging.

The Underhive is a vast, sprawling place and much of it is unexplored or buried. One part of it forms a distinct pocket, accessible only by a single large tunnel. All other routes to this area are collapsed or buried. The tunnel is very wide and a settlement lies across it, bounded by a wall on both sides. This place is called Dead End Pass and the region beyond is known as Dead End.

To reach Dead End gangs have to go through Dead End Pass and pay the Guilders' toll of passage. To get out a gang must pay an even heavier toll upon the booty they have won. This encourages gangs to trade with the Guilders in Dead End Pass itself, rather than seek more favourable prices elsewhere. Like all such places Dead End Pass is a haven for brigands and renegades, and is one of the most dangerous as well as the most exciting places in the hive.

THE BOTTLE TEST

The **Bottle test** is a special test the player must make at the start of his turn if a quarter (25%) or more of his gang is down or out of action. For example, in a gang of 10 men a test is required if 3 or more men are down or out of action.

If the Bottle test is failed the gang automatically loses the fight. The game ends immediately and surviving fighters retreat from the area. A failed Bottle test is the most common way in which a game ends.

To take a Bottle test roll 2D6.

If the score is more than the gang leader's Leadership characteristic then the test is failed. The gang bottles out of combat and the player has lost the game.

If the score is equal to or less than the gang leader's Leadership characteristic the player has passed the test and may continue to fight.

If the gang's leader is out of action or is down, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic amongst those of the remaining fighters who are neither down nor out of action.

VOLUNTARY BOTTLE OUT

Once his gang has taken two or more casualties down or out of action a player may bottle out at the start of any of his turns without taking a test.

Sometimes this is by far the best option, as it allows a player to save his remaining gang from a hopeless situation. Preserving your gang for another day is important once you are playing in a full blown campaign as described later.

ADVANCED GAME RULES

This section includes a variety of new rules which add further detail and complexity to the game. They are not necessary in order to play, and for this reason the rules have been gathered together at the end here to avoid potential confusion.

We recommend that new players ignore this section to start with, or at least until they are familiar with the way the game works. If you consider yourself to be an experienced games player then you'll have no problem introducing these more complex elements as you go along.

FALLING

The multiple levels and gantries of the Underhive afford fighters ample opportunity to fall from a great height.

TEST TO FALL

If a fighter is pinned or goes down within 1" of an edge there is a chance he will slip and fall off. To determine this roll a D6. If the score is more than the fighter's Initiative characteristic then he falls over the edge to the ground.

If a fighter is engaged in hand-to-hand fighting within 1" of an edge then he may fall off if he loses the combat. Roll a D6. If the score is more than the fighter's Initiative characteristic, or a 6, then he falls over the edge to the ground.

DAMAGE

A fighter who falls sustains an automatic hit at a strength equal to the height of the fall in inches. Where a wound is suffered a fall of up to 3" will inflict 1 wound, and a fall of more than 3" will inflict D6 wounds. Although the scenery available from Games Workshop does not scale to such dizzy heights, a fall of more than 12" is assumed to take the fighter out of action with no dice rolls required.

Armour saves *do* apply to wounds sustained by falling. Save modifiers are the same as for hand-to-hand combat hits from combatants with high strengths. So S4 counts -1, S5 -2, S6 -3 and so forth. See the Hand-to-Hand Combat section for the full chart.

A model which falls without going down or out of action is automatically pinned as if hit by enemy fire.

FALLING ONTO ANOTHER MODEL

In the unlikely event that someone else lies directly in the path of a plummeting fighter then he may also be hurt. The hapless individual is hit on a D6 roll of a 4, 5 or 6. He sustains the same strength hit as the faller, suffering 1 or D6 wounds depending on the distance of fall.

If struck by the falling fighter, and assuming he doesn't go down or out of action, the victim is pinned as if hit by a shot.

Assuming the faller and victim survive, position the models 1" apart to make it clear they are not in hand-to-hand combat.

JUMPING

A model may jump down from one height to another but is quite likely to hurt himself in the process, especially if the height is a great one. Any damage is worked out in exactly the same way as a fall and the results are the same. In effect a vertical jump is simply a fall by any other name.

A model may also attempt to jump across a horizontal gap from one side to the other. He does this instead of a normal move and jumps D6". If he fails to cover the gap the fighter plummets down as per a fall.

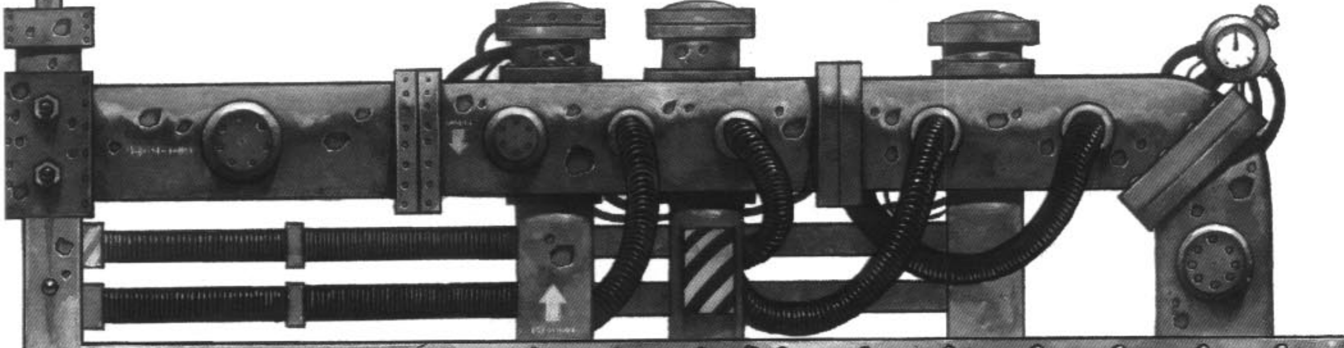
A model may attempt a jump by way of a charge in order to engage an enemy, but still jumps only D6".

A jumping model counts as moving and will otherwise fight as normal.

STRAY SHOTS

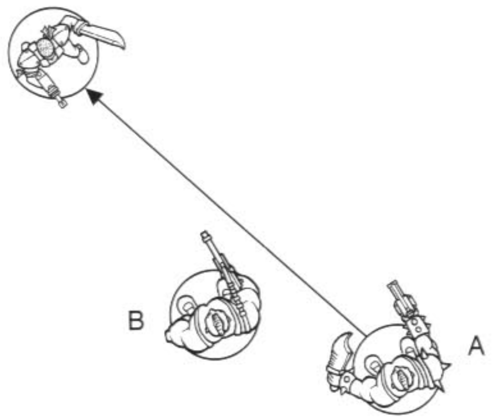
When a fighter shoots and misses it sometimes happens that the path of the shot passes close to one of your own fighters.

If a shot passes within 1/2" of a friend at any point along its path then there is a chance of accidentally hitting the friend. This can only happen when you miss and roll a 1 to hit.



Roll a further D6 to determine if the stray shot hits the intervening model. On the roll of a 1 the intervening model is hit. Work out whether the target is wounded as normal.

There may be a choice of more than one model that could be hit by a stray shot. In this case randomise which target is hit in some convenient way – eg 1, 2 or 3 the target on the left, 4, 5 or 6 the target on the right.



Goliath 'A' shoots at the Orlock and not only misses but rolls a 1. As Goliath 'B' is within the line of fire there is a chance he will be hit by the stray shot.

EXPLODING WEAPONS

Badly maintained weapons, home-made ammunition and old corroded power packs can explode destroying the weapon and probably harming the shooter. This represents the weapon overheating, plasma leakage, or a magazine exploding as the next shell is auto-loaded. While not as dangerous as a direct hit from the weapon, this is still bad news and can easily take a man down or out of action.

When a 6 is rolled to hit then an Ammo roll is required as already described in the Shooting section. In the case of flamers, an Ammo roll is required every time a weapon shoots. Jams from sustained shooting also require an Ammo roll.

If an Ammo dice roll is a 1 then the weapon is not only useless for the rest of the game (as a 1 will inevitably fail) but there is a chance it might explode. Roll a further D6. If the score is less than the weapon's standard Ammo roll rating then the weapon explodes.

If a weapon's ammo rating is 'auto' then it automatically fails an Ammo roll so none is taken. Roll a dice anyway and the weapon explodes on the roll of a 1.

An exploding weapon inflicts an automatic hit on the user as if he were struck by his own weapon but with a Strength value of 1 less than normal. In the case of weapons with blast markers and templates no template is used: the blast is confined to the firing model.

WILD GRENADES AND SHELLS

Grenades and weapons which use a blast marker can also go catastrophically wrong. If the thrower or shooter misses his target the player must establish where the shell or grenade lands using the Scatter and Artillery dice as described in the Shooting section.

If the Scatter and Artillery dice turn up Hit and Misfire then roll a D6 and refer to the following chart.

MISFIRE TABLE

D6	Result
1	The grenade goes off in the thrower's hand or the shell explodes in the breach. Place the template directly over the model and work out damage normally.
2	The grenade throw goes wild or the shell spins out of control as it leaves the weapon. The projectile travels 2D6" in a random direction and explodes.
3	Grenades as above. For other weapons as above but the shell travels D6 x D6" and explodes.
4	As for 3 above except that the grenade or shell lands and does not explode. Mark the position of the projectile. From now on, at the start of each player's turn roll a D6. On the score of a 4 or more the projectile explodes.
5	A grenade tumbles from the thrower's hand down a deep crack. A shell spins upwards and strikes the dome roof. There is a muffled explosion, the ground shakes ominously and chunks start to fall from the roof and tall ruins. From now on each player must roll a D6 at the start of his turn. If he rolls a 1 then one of his fighters has been struck by debris and suffers a Strength 3 hit. Randomly determine which of the player's gang fighters has been struck.
6	The grenade or shell drops to the floor in front of the thrower/shooter and fizzes ominously. It is a dud.

ATTACKING STRUCTURAL FEATURES

The Necromunda game rules represent combat between rival fighters. Sometimes a fighter may want to attack an inanimate object rather than an enemy. Perhaps he wants to cave in a door, destroy a fuel pipe, rip apart a power cable, or smash a water still. These are all structural features and can be attacked as described below.

TOUGHNESS AND WOUNDS

Although not strictly accurate it is convenient to think of structures as being able to take a fixed number of 'wounds', just like fighters. You can consider a wound to be equivalent to a damage point if you find this more acceptable.

Structures have a Toughness value and they can sustain a certain number of wounds before they are destroyed or damaged. For example, the water still in the *Hit and Run* scenario has a Toughness of 6 and is damaged once it has taken 1 wound. These details are covered in the scenarios themselves.

SHOOTING

A structure can be shot at just like an enemy fighter. You must therefore roll to hit and score wounds as normal. Many structures will be easier to hit than fighters because they are large targets (+1 to hit).

A fighter can also use Krak grenades or Melta bombs as demolition charges. The device can be placed upon a structure within 1" of the fighter during the shooting phase. This is considered to be shooting although no roll is required to hit, and charges placed in this way never scatter. The bomb is fastened to the structure by means of its magnetic casing, it explodes, and the target is hit automatically.

HAND-TO-HAND

A fighter can strike a structure in base contact in the hand-to-hand combat phase. He cannot fight hand-to-hand combat against an enemy or shoot his weapon in the same turn. In effect the fighter is attacking the structure during the turn, hacking away at it with whatever weapons he has.

A fighter automatically strikes 1 hit on a structure for each Attack on his profile. Work out the result of hits in the normal way.

TESTS FOR FEAR

Fear is a natural reaction to horrific mutants, unearthly psychic powers, and some particularly gruesome injuries. To represent this, models must take a Leadership test when confronted by fearsome creatures or circumstances. This test is taken in exactly the same way as a Leadership test for keeping your nerve.

A Leadership test is required under the following fearful circumstances.

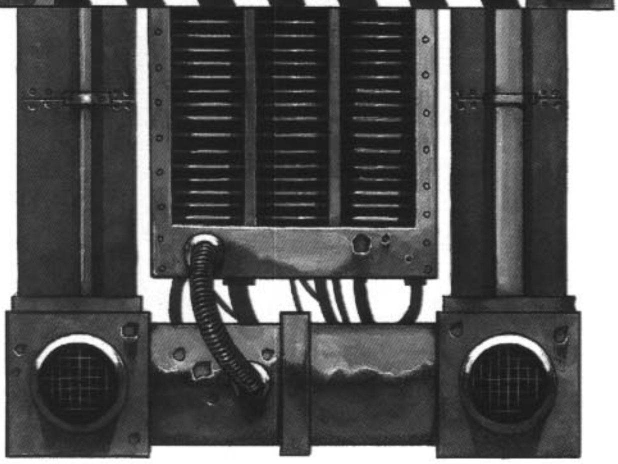
1 If the model is charged by an individual or creature which causes *fear.*

Such horrific creatures are rare. Take the test as soon as the enemy declares its charge. If the test is passed there is no further effect. If the test is failed the fighter is broken immediately and runs 2D6" to cover just as described in the Leadership Tests section.

2 If the model wishes to charge an individual or creature which causes *fear.*

Take the test when you declare the charge. If the test is passed you may charge and fight as normal. If the test is failed you may not charge and the fighter is momentarily transfixed by fear. The model is unable to do anything for the rest of the turn.

The favoured drink of Underhive is the potent spirit known as Wildsnake. It is brewed from the skins and flesh of snakes caught in the badzones. The provenance of each bottle is guaranteed by the dead snake preserved within. Wildsnake is a clear sharp tasting liquid the bitterness of which is derived from the venom in the snakes themselves.



TESTS FOR TERROR

Terror is a more potent form of fear. Although no creature described in the Rules or Campaign Book causes terror, the rule has been included here next to fear, which it resembles. The importance of terror will become clear in Outlanders.

Just as some horrific individuals or creatures are so ghastly they cause *fear,* others are even worse and cause *terror* instead. Circumstances which cause terror automatically cause fear as described above, so you will need to test if you want to charge a terrifying creature or individual, or if the creature charges you. In addition, a Leadership test is required if the model is within 8" of someone or something which causes terror at the start of your turn.

A Leadership test must be taken before declarations of charges are made and if it is failed the model is broken and runs 2D6" to cover as described in the Leadership section. This comprises the model's move for that turn.

SPECIAL FEAR AND TERROR LIABILITIES

Later on you may acquire fighters who are sufficiently repulsive to cause fear themselves! Obviously individuals who are so impressively hideous are not going to be put off by others of their kind.

A model which causes fear does not have to test Leadership for fear. It treats any enemy which causes terror as causing fear instead – ie, it does not have to test just because the model is within 8" at the start of its turn.

A model that causes terror cannot be affected by either fear or terror and no Leadership test is required for either.

TESTS FOR STUPIDITY

Many large and severely mutated creatures are so dim-witted that they often behave in a fairly random and stupid way. A gang fighter may sometimes be reduced to a state of bafflement as a result of injuries or shock. Such individuals are described as **stupid**.

Stupid models must make a Leadership test at the start of each of their turns to determine how they react.

Take the test in the usual way. If the test is passed the model may act normally. If the test is failed the following rules apply until such time as the test is taken again.

1 If fighting in hand-to-hand combat the model is temporarily disoriented or confused. Roll a D6 before each hand-to-hand phase.

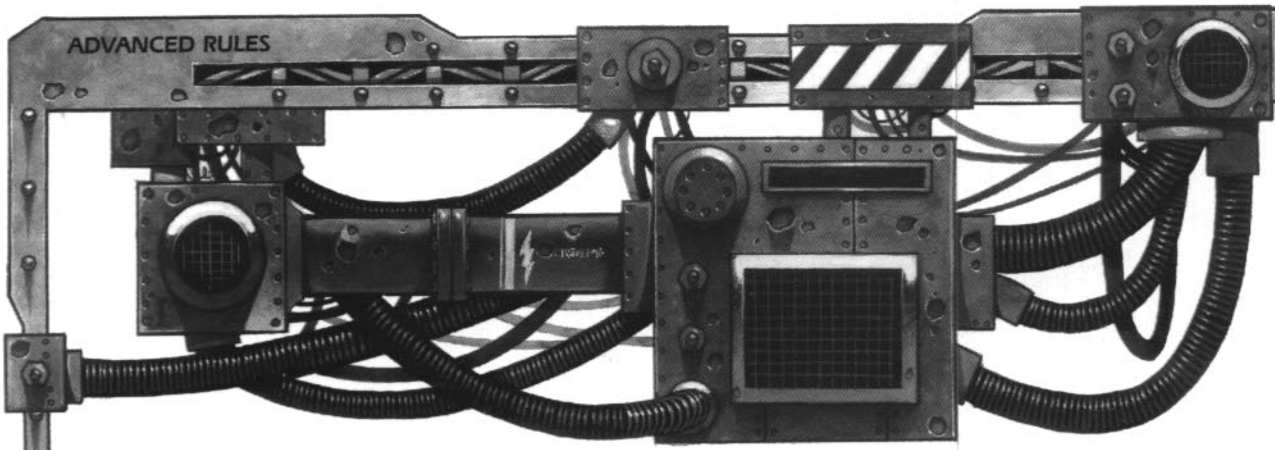
1-3	Roll no Attack dice this turn. Your WS still counts towards the Combat Score representing basic instincts only.
4-6	Fight normally.

2 If not fighting in hand-to-hand combat roll a D6 to determine how the model moves at the start of your movement phase.

1-3	Roll a Scatter dice. The arrow indicates the direction in which the model moves this turn. The model moves its full normal move distance. If the model moves into contact with an enemy it becomes engaged in hand-to-hand combat and may or may not fight (roll as above).
4-6	The model does not move.

3 The model can do nothing else this turn. The fighter will not shoot weapons or otherwise move unless he loses his nerve and runs 2D6" to cover as described in the Leadership section.

4 The model does not have to take any further Leadership-based tests for fear or terror. It must still take tests to keep its nerve as described in the Leadership section. If such a test is failed the model will run 2D6" to cover. The rules for broken fighters override the rules for stupidity.



HATRED

Hate is a powerful emotion and in the Underhive there is plenty of opportunity for gangs to develop bitter rivalries. Grudges and ingrained animosity can lead to feuds that tear gangs apart and leave dozens dead. This is represented by the special rules for hatred. Hatred can develop following disturbing injuries.

Models can *hate* specific enemy gangs or even entire Necromundan Houses. The following rules apply to models which hate their rivals.

1. If a fighter *hates* his adversaries all Leadership tests are taken as if he had a Ld characteristic of 10.

2. A model fighting hand-to-hand combat with a hated foe may re-roll any Attack dice in the first turn of any hand-to-hand combat engagement. After the first turn the model has vented his pent-up anger and fights as normal.

3. A model in hand-to-hand combat must use his 2" follow-up move to engage a hated enemy if possible. Otherwise he must use the follow-up to move towards a hated enemy he can see. He may not use follow-up to move away from hated enemies or take cover if there are hated enemy in sight.

FRENZY

Some fighters are more than a bit crazed and can be driven into a frenzy of slaughter during combat. Such wild and dangerous individuals are described as **frenzied**. How or exactly why a fighter may go over the edge in this way is not particularly important – he could be psychotically deranged, under the influence of dangerous hive fungi, or affected by localised gases or radiation.

If an individual is frenzied the following rules apply.

1. A frenzied model must always charge the closest enemy within his charge move (usually 8") if able to do so.

2. The frenzied model doubles his Attacks characteristic. For example, A1 becomes A2, A2 becomes A4 and so on.

3. Frenzied models cannot parry (see *Parry* in the Hand-to-Hand Combat section).

4. Frenzied models must use their 2" follow-up move to engage in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to their enemy. They may not use a follow-up move to get behind cover or retreat (see Hand-to-Hand Combat).

5. Frenzied models are never affected by fear or terror, nor are they affected by stupidity or hatred.

6. If a frenzied model loses his nerve and is broken as described in the Leadership section, then the Frenzy rules no longer apply. The fighter has taken a beating and his sense of self-preservation asserts itself.

7. A player may try to gain full control over a frenzied model at the start of his turn. This is purely up to you – you may not wish your splendidly berserk fighter to calm down and behave sensibly! To gain control over the model take a Leadership test as you would for testing your nerve. If the test is passed then the fighter is under control and can act normally – however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.

For those who cannot afford the price of Wildsnake the next best is quite literally Second Best. Second Best is brewed from rat pelts too mouldy to use for anything else, slugs too rancid to sell as slave food, and household waste so disgusting that it's better not to think about it.

Conveniently, it is almost impossible to think about anything after drinking a bottle of Second Best...

THE ARMOURY

This section of the Rules describes the different weapons which gang fighters carry as well as other equipment such as armour and gunsights. In addition to commonplace weapons and easily obtained items of equipment there are many unusual or exotic weapons and rare devices of various kinds. These much sought after and expensive items are carried only by the richest and most successful gangs, but they have been collated here for ease of reference.

Some of the items described on the following pages are used in the various scenarios given in Campaigns. For example, **screamers** and **stummers** are used with the special rules in the *Raid* and *Rescue* scenarios, being alarm devices and sound mufflers respectively. Players fighting these scenarios will appreciate how useful such devices can be.

Other items are used in the context of the broader Necromundan Underhive campaign described in Campaigns. For example, the **lobo-chip** will cure a fighter of the longterm effects of a head wound sustained in a previous game. Other devices can help to acquire territory. For example, the **Isotropic fuel rod** enables a gang to set up a new settlement, while the **Ratskin map** guides the gang through secret passages and into old treasure domes.

Don't worry about learning the rules for every weapon and item of equipment as this isn't necessary. The pages that follow provide you with all sorts of information which can be referred to as and when needed. There is a summary chart for the various weapons for convenience. To start with, players should familiarise themselves with the weapons their gang is armed with. Once players have mastered these, new weapons and unusual items of equipment may be introduced as required.

WEAPONRY

This section describes the different weapons that gang fighters can carry. Some of these weapons are common, simple and even cheap, whilst others are rare, technically complex and expensive.

A gang may be equipped with any weapons it can afford within the limits discussed later. Models are available with a wide variety of weaponry, and are always assumed to carry the weapons they are depicted with. Holstered pistols can obviously represent any pistol weapon, whilst grenades can be assumed to be concealed, so a model not depicted with grenades can still carry them.

All fighters are assumed to carry a knife even if the model itself does not visibly have one.

TYPES OF WEAPON

Weapons are divided into the following broad categories.

HAND-TO-HAND COMBAT WEAPONS

These are weapons designed for use purely at close quarters such as swords, knives, axes and crude clubs. Such weapons cannot be used for shooting but only in hand-to-hand combat.

PISTOLS

Pistols are small hand-held firearms which can be used at close quarters or at longer range. A fighter can shoot with a pistol or use it in hand-to-hand combat.

BASIC WEAPONS

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot in the shooting phase with such a weapon but it confers no advantage in hand-to-hand fighting.

SPECIAL WEAPONS

Special weapons are similar to basic weapons in terms of their size and the way they are used. However, they are more complex in design, less reliable, and more specialised in nature.

HEAVY WEAPONS

Heavy weapons are even larger and heavier than basic weapons, and are generally more powerful and have a longer effective range. A heavy weapon is so cumbersome and bulky that you cannot move and shoot with it in the same turn. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

GRENADES

Grenades are small bombs or grenades that are thrown by hand and which explode on impact. A model can throw a grenade instead of shooting a weapon in the shooting phase.

PROFILES

All of the weapons are described in terms of a **profile** as shown below.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	–	4	1	-1	6+	

Short Range.
The short range of the weapon, for example 0-12".

Long Range.
The long range of the weapon, for example 12-24".

To Hit Short/Long.
The hit modifiers applied when shooting at short and long range.

Strength.
The strength value of a hit inflicted by the weapon.

Damage.
The number of wounds inflicted by a hit – usually 1 but in the case of larger weapons possibly more.

Save Modifier.
The modifier applied to the target's armour saving throw if he has one.

Ammo Roll.
The D6 dice score needed to pass an Ammo test. The lower the number the more reliable the weapon, so 2+ is good and 6+ not so good. Some weapons fail automatically and are indicated as 'Auto' (automatic fail).

Special.
This column summarises the special rules that apply to the weapon – these are explained fully in the weapon's description itself.

HAND-TO-HAND COMBAT WEAPONS

Hand-to-hand weapons include primitive weapons such as knives, swords, clubs, and advanced weaponry such as power axes. These weapons cannot be used to shoot, they are used exclusively for hand-to-hand fighting. As this is true of all the weapons in this category it is not noted in the special rules descriptions, but it is indicated on the profile summary by the tag 'close combat'. All Necromundan fighters carry a knife in addition to whatever other weapons they carry. If not apparent on the model it is assumed to be tucked into a boot or concealed by the fighter's clothes.

MASSIVE AXE, SWORD OR CLUB

A few unhinged individuals prefer to fight with a massive sword, club, metal bar, axe, hammer or some other large and unlikely implement. A massive weapon is hard to swing because of its weight, but when it strikes an enemy it will cut him in two or crush him to a pulp. It requires two hands to swing a massive weapon so it can never be used in conjunction with another weapon.

SPECIAL RULE

Draws. Due to the ponderous lurching swing required to wield this weapon, any combat which ends in a draw will always be won by your opponent regardless of Weapon Skill or Initiative levels. Your opponent catches you on the upswing.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				As user, +2	1	–		Close combat. Opponent will win draws

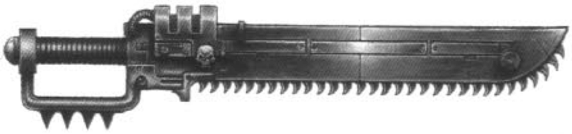
CLUBS, MAULS & BLUDGEONS

Simple primitive weapons are often used by juves, impoverished fighters and the hordes of mutant creatures that plague the Underhive. This type of weapon comprises crude clubs or metal bars, murderous hammers or axes, and other weighty blunt instruments such as spiked mauls and bludgeons. They can be used with one hand, leaving the other free to carry a pistol or another close combat weapon. Because these weapons are crude and heavy they are marginally more dangerous than bladed weapons, although it is impossible to use them to parry.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				As user, +1	1	–		Close combat

CHAINSWORD

The chainsword is a deadly if noisy weapon with a powered chainsaw edge. Its rending saw-teeth are made from sub-atomically honed adamantium and can slice through plasteel. It is an expensive and prestigious weapon favoured by gang leaders.



SPECIAL RULE

Parry. You can parry with a chainsword.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				4	1	-1		Close combat. User may parry

CHAINS AND FLAILS

A length of chain or a chain fastened to a metal bar is a dangerous and unpredictable weapon. Only the most maniacal fighters would use a weapon like this, swinging it around their head with long powerful strokes. A fighter swinging a heavy chain is unable to use any other weapon in hand-to-hand combat because of the concentration required to keep the chain swinging. It is also a dangerous weapon to use because the wielder must struggle to keep his balance whilst avoiding the chain itself.

SPECIAL RULES

Parry. It is impossible to parry against a fighter armed with a chain – the sword is simply dashed aside.

Fumble. Because the weapon is so clumsy any fumbles rolled in hand-to-hand combat count double – so every 1 rolled adds +2 to your opponent's Combat Score.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				As user, +1	1	–		Close combat. Opponent may not parry. Fumbles count double

SWORDS AND KNIVES

Every Necromundan fighter carries a knife of some kind. Heavy bladed single-edge fighting knives are the most common type, but needle thin stilettos and long double-edged daggers are favoured by some fighters.

Longer blades are carried by some fighters instead of, or as well as, their knives. Short, broad-bladed weapons are easy to carry and are well suited to fast and bloody combat. Longer swords are carried by fighters who prefer this dangerous type of combat over shooting. Fighters make use of a great variety of other bladed weapons including cleavers and machetes.

All of these bladed weapons are essentially similar and they have the same weapon profile. The principle difference is that fighters with swords are able to parry.

SPECIAL RULE

Swords. Fighters with swords are able to parry as described in the game rules.

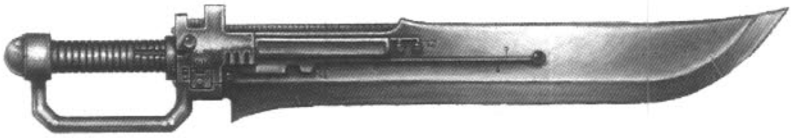
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				As user	1	–		Close combat. User may parry

POWER SWORD

The power sword may look much like an ordinary sword but it is actually a technically sophisticated and very deadly weapon. The sword's hilt and blade incorporate an energy source and a disruptor generator which sheathes the blade in a shimmering blue energy field. As the blade strikes a crackling discharge envelops the target and tears it apart.

SPECIAL RULE

Parry. You can parry with a power sword as described in the game rules.

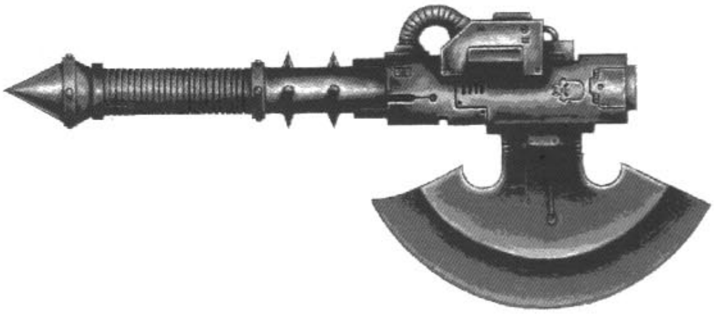


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				5	1	-3		Close combat. User may parry

POWER AXE

The power axe is a large bladed weapon often as tall as a man. It utilises the same energy field technology as the power sword and is even more devastating on account of its greater size and more powerful disruptor generator.

Because of its size the weapon is often wielded with both hands, although it can be used one-handed with a slight reduction in effect.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				6	1	-3		Close combat. Two-handed
Close combat only				5	1	-2		Close combat. One-handed

POWER FIST

The power fist is the most potent weapon of its kind, being even more deadly than a power axe. It is a very rare weapon and requires a powerful energy source for its large generator. The fist is a massive armoured glove surrounded by a shimmering blue energy field. As the user punches and tears at his target the energy discharges rend the object apart. Whilst fighting hand-to-hand combat it is impossible to hold another weapon in the power fist, but at other times it can be deactivated and used to hold another weapon.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				8	1	-5		Close combat

POWER MAUL

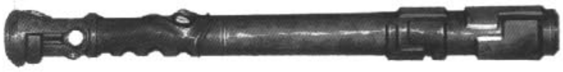
This weapon is used only by Arbitrators, the uniformed guardians of Imperial justice. Arbitrators are almost never seen in the Underhive. Their duties go beyond the laws of individual planets, and their concerns rarely interfere with planetary government except on the very highest level. None-the-less, power mauls can sometimes reach the Underhive where they make an acceptable and prestigious alternative to the power sword.

The maul contains an adjustable energy generator which allows the user to bash a hole through a wall or conveniently stun a victim. It is wielded in one hand, leaving the other hand free for another weapon.

SPECIAL RULES

Out of Action. A fighter who goes down to a blow from a power maul will go out of action automatically, even in multiple combats where this would not normally be the case.

Recovery. A fighter who goes out of action to a power maul will never suffer serious injuries. After the game such models recover automatically and are unharmed, so no roll is required on the Serious Injuries chart.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				5	1	-3		Close combat. Opponent out of action automatically. Does not inflict serious injuries.

PISTOLS

Pistols are small hand-held weapons that are especially useful for close ranged fighting and hand-to-hand combat. At short ranges their lightness means they are easy to aim and fire, though at longer ranges their lack of stability and power means they are inaccurate.

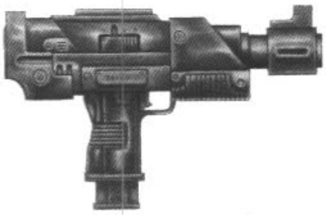
Pistols can be used to shoot during the shooting phase and fight in hand-to-hand combat. As all pistols can be used in hand-to-hand fighting this is not mentioned in the accompanying special rules, but it is indicated in the special rules summary on the weapon profile by the tag 'close combat'.

AUTOPISTOL

The autopistol is a rapid firing automatic pistol, effectively a smaller and handier version of the larger autogun. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

Most weapons are made in the factories of the hive city and traded down through the hive. Crude but effective versions are made in the Underhive workshops themselves. Ammunition, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have guns and ammunition for sale.

Because of its high rate of fire, the autopistol is astonishingly accurate at the short ranges favoured by some gang fighters.

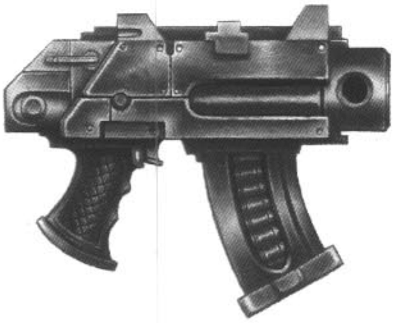


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	–	3	1	0	4+	Close combat

BOLT PISTOL

Bolt weapons are sophisticated weapons that fire self-propelled explosive ammunition in the form of small missiles called bolts. Bolt pistols and boltguns are manufactured in the factories of the hive city, but the fine engineering tolerances and quality materials required means few if any are made in the Underhive. For the same reason bolt weapons are hard to maintain, spares are rare, and ammunition is expensive. Furthermore, ammunition made in the Underhive is often unreliable. On the whole this is a weapon best suited to the technically sophisticated armies of Space Marines for which it was designed.

Despite its drawbacks the bolt pistol is still a highly favoured weapon. It may not always work, but when it does the results are usually impressive. For one thing, it makes a lot of noise and creates a great deal of obvious damage. More deadly and far more obvious than an autopistol or laspistol, it makes the ideal side-arm for a gang leader keen to impress his rivals.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	–	4	1	-1	6+	Close combat

HAND FLAMER

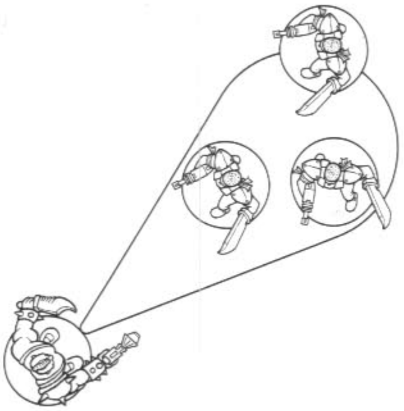
Amongst the Underhive gangs this weapon is also known as the flame pistol or burner. It fires a short burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a small pressurised container that fits into the weapon. A single container contains very little fuel, so flamers often run out of power after a few shots. The unstable and temperamental nature of the fuel also means that some containers prove useless whilst others explode unexpectedly as they are loaded.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

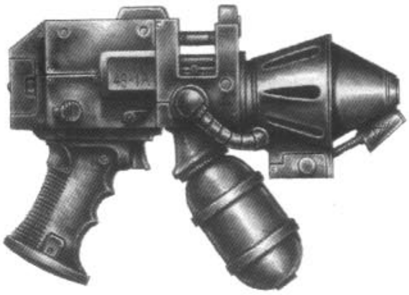
SPECIAL RULES

Ammo Test. An Ammo test is required every time the hand flamer is fired regardless of your to hit roll. Hand flamers are unreliable weapons and can only be counted on to fire once or twice.

Template. The hand flamer's shot is represented by the smaller teardrop-shaped flamer template. This is used as described in the Shooting section, by placing the template so that it covers one or more target models. Any models wholly under the template are hit automatically, whilst those partially beneath are hit on the D6 roll of a 4, 5 or 6.



A Goliath armed with a hand flamer shoots at three Orlock fighters. The Goliath player places the template as shown. Two Orlocks are completely covered by the template and are therefore hit automatically. The other Orlock is only partially covered by the template, and will be hit on a D6 roll of 4 or more.



Catching Fire. If a model is hit by a flamer and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action then remove the model as normal.

If a target is hit but does not go down or out of action, then make an immediate test to determine whether the model catches fire. Roll a D6. On the score of a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites with the following results.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the fighter's own turn. Roll a D6:

1-5	On the roll of a 1-5 the model continues to burn and automatically sustains a further Strength 4 hit. If a model goes down or out of action whilst on fire the flames automatically go out with no further effect. While burning the fighter's nerve is automatically broken as described in the Leadership tests section, except that the model moves 2D6" in a random direction rather than towards cover (a random direction can be established using the Scatter dice). A burning model will not engage in hand-to-hand fighting and other models automatically move out of his way.
6	On the roll of a 6 the flames go out with no further effect.

If there are any models within 1" of the burning fighter during their movement phase then they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 or more the flames are beaten out with no further effect.

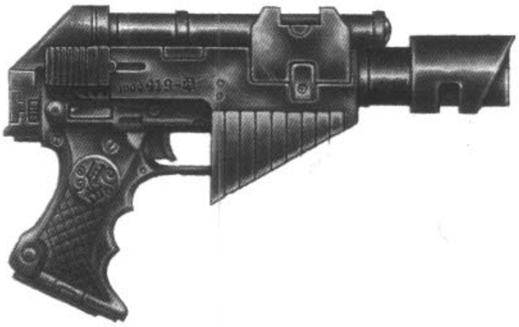
Frenzied target. A frenzied fighter who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will, however, continue to take damage as described above.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Special rules		–	–	4	1	-2	4+	Close combat. Template weapon. Flaming attack – target may catch fire

LASPISTOL

Laser weapons are manufactured in vast quantities in the factories of the hive city and are exported to the armed forces of the Imperium throughout the galaxy. Laspistols find their way into the Underhive via the Guilder traders. Power packs come from the same source and some are made in local settlements. Supplies of parts are plentiful and repairs easily effected.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the laspistol over more powerful weapons for these very reasons.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	-1	3	1	–	2+	Close combat

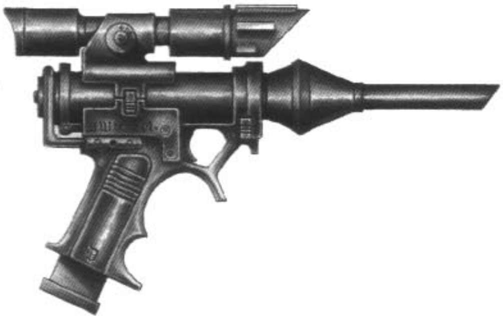
NEEDLE PISTOL

The needle pistol or needler is a complex laser-powered weapon. Its tight laser beam carries a tiny toxic needle or dart which pierces the target's flesh to send its deadly poisons into their body. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply.

The needler is a rare and expensive weapon in the Underhive. Its chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome characters.

SPECIAL RULES

Toxic Dart. No wound roll is required when shooting a needler: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal.



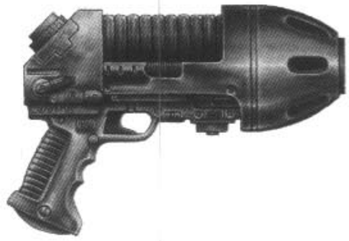
Injuries. A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases.

D6	*Result*
1-2	**No Effect.** The toxin has no effect or wears off. The target may continue to fight in the same way as if he'd suffered a flesh wound except that he suffers no penalties on his WS/BS.
3-4	**Sedated.** The target shrugs off the full effect of the toxin or recovers sufficiently to crawl up to 2" but can do nothing else. This is the same as a normal 'down' result.
5	**Comatose.** The target is knocked comatose and falls to the ground. The target cannot move at all.
6	**Out of Action.** The target slumps lifelessly to the ground. He may be dead or barely living, but is overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	–	3	1	-1	6+	Close combat. Toxic dart. Injuries

PLASMA PISTOL

Plasma weapons fire energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes its target there is a tremendous release of energy and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous. The biggest disadvantage of a plasma pistol is that it takes a relatively long time to recharge once it has been fired. The user can mitigate against this by firing as short a blast as possible with slightly reduced effectiveness.



SPECIAL RULE

Energy Levels. You can choose to shoot the weapon on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the weapon on maximum power then you cannot shoot again until it has recharged. It takes the firer's entire following turn for the weapon to recharge once more. This restriction does not apply on the low energy setting.

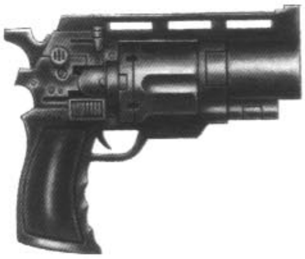
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-18	+2	-1	6	1	-1	4+	Close combat. Maximum power. Takes one entire turn to recharge after firing.
0-6	6-12	+2	-1	4	1	0	4+	Close combat. Low energy

STUB GUN

The stubber or slugger is a primitive type of hand gun which fires solid bullets – usually one at a time. It is recognisable as a revolver or small automatic of the kind used since the Twentieth century. Stub guns are made locally in the Underhive and are readily available, simple to maintain, and fairly reliable. The quality and appearance of individual weapons varies a great deal. Their effectiveness can be increased by using more powerful, if somewhat expensive, dum-dum bullets.

SPECIAL RULE

Dum-dum Bullets. A stub gun can be loaded with dum-dum bullets. A supply of these hand-made bullets costs extra, but they are more powerful than standard ammunition and add +1 to the Strength of any hits (Strength 4 rather than 3). However, if an Ammo roll is failed while using dum-dum bullets the weapon automatically explodes (see Exploding Weapons).

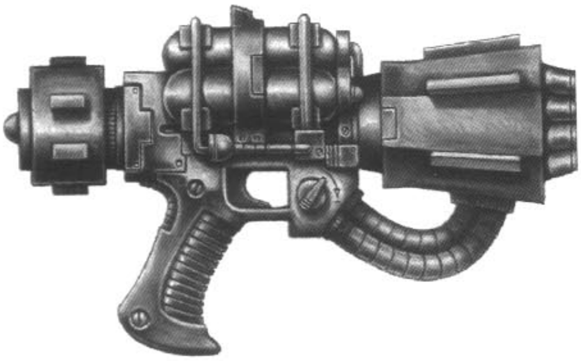


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16		-1	3	1	–	4+	Close combat. Dum-dum bullets (S4)

WEB PISTOL

The web pistol, or glue gun as it is cheerfully called, is not a common weapon. It is used by the Necromundan Houses' own security forces as a means of suppressing crowds or taking captives without harming them.

The weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. The sticky mass quickly shrinks and hardens holding the target fast and preventing him from making the slightest move. A victim who struggles too hard may be strangled or even crushed by the constricting mesh.



The pistol is bulky and has a cone-shaped nozzle and a distinctive canister containing the web chemical itself. Both weapon and its chemical ammunition are hard to get hold of and the weapon is not particularly popular amongst the Underhive fighters.

SPECIAL RULES

Webbed Targets. Once a web pistol has hit its target the victim is automatically enmeshed – there is no roll for wounds or injuries and no saving roll is allowed for armour. A webbed target may do nothing other that attempt to struggle free at the start of its turn. If the fighter wishes to make an attempt to struggle free roll a D6 and add the model's Strength. If the total is 9 or more the victim frees himself from the web and may continue normally. If the total is less than 9 then the victim suffers 1 wound immediately, though an armour save may be attempted if the victim has armour.

Freeing Webs. All web pistols incorporate a solvent spray for removing the web material. Any model that has a web pistol may automatically free a webbed fighter at the start of the turn if he is within 1". However, a model can never free itself from a web using a web pistol, as the strands are far too tight to allow the fighter to reach his solvent spray.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-4	4-8	–	-1		Special	–	6+	Close combat. Fires web

Guilder merchants run slave trains from settlement to settlement, across the wastes, through rubble-strewn domes, and into tunnels and crawlholes. No machine could negotiate the narrow and often flooded tunnels that connect many parts of the dome: only a pack slave can successfully scale the ruins and climb into the holes and craters of the badzones. The settlers of Underhive, the holesteaders, ore-diggers and hivers of the big settlements, depend upon the slave trains to transport goods and essential supplies.

Slaves are usually muzzled which makes it impossible for them to bite their masters or each other. They wear heavy harnesses to which are attached back packs or twin panniers. A fit slave can carry his own weight and the strongest can lug loads of nearly twice that. Slavery is often the fate of captured outlaws, mutants, renegade Ratskins, and others who reach the Guilder courts.

Slave trains are chained or roped together by means of neck collars which either connect the whole train or link the slaves together into pairs or small groups. There are many recorded instances where a pack slave has fallen into a hidden shaft, dragging the whole train down after him.

Each slave is marked on his forehead with a Guilder implant, which looks like a shining black button. This device contains crystal circuits which the slave's master uses to record details of ownership. These buttons can only be read or removed using a Guilder badge, so a slave can be readily identified.

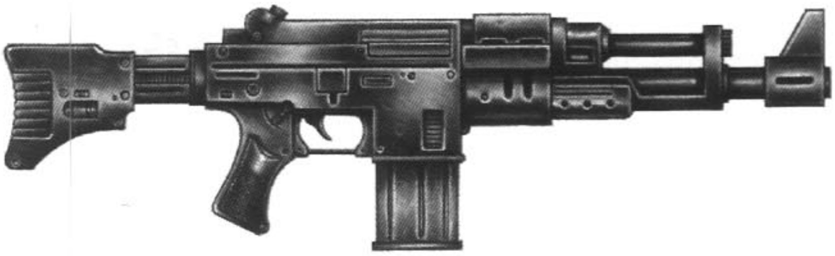
BASIC WEAPONS

This section covers weapons designed to be carried and used with two hands like an automatic rifle or sub-machine gun. These comprise some of the most common and effective weapons available to the Underhive fighters.

AUTOGUN

The autogun is a rapid firing automatic weapon. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

Autoguns are made in the factories of the hive city and traded down through the hive. Crude but effective versions are made in the Underhive workshops themselves. Ammunition, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have guns and ammunition for sale.



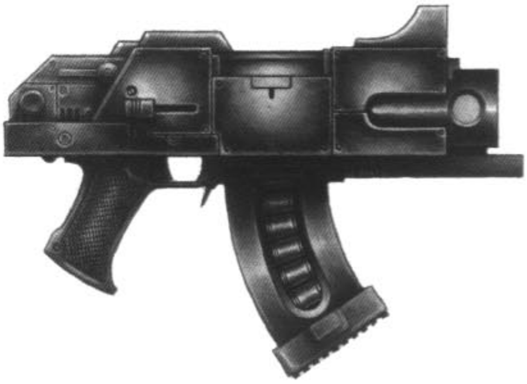
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	–	3	1	–	4+	

BOLTGUN

The boltgun or bolter is the standard armament of the Imperium's finest fighting forces the Space Marines. It is a weapon made in limited quantities and to the highest standards using the most costly materials. Boltguns require constant attention and regular expert maintenance if they are to work properly.

Bolt weapons fire a self-propelled armour-penetrating mass-reactive explosive missile called a bolt. Even bolts are expensive to make and cannot be easily fabricated in the undercity. Overall, boltguns are rare, expensive and prone to going wrong. However, they are very effective indeed.

Despite their drawbacks boltguns are still highly favoured weapons. They make a great deal of noise and cause immense damage to any target they hit. They are prestige weapons carried by gang leaders and other fighters who are wealthy and don't mind advertising the fact. A fighter with a bolter means business.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	–	4	1	-1	6+	

LASGUN

Laser weapons are manufactured in vast quantities in the hive city and are exported to the armed forces of the Imperium throughout the galaxy. Lasguns are traded in Underhive settlements and the Guilders bring shipments from the factories above. Power packs come from the same source and some are made locally. Supplies of parts are plentiful and repairs easily effected.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the lasgun over more powerful weapons for these very reasons.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	–	3	1	-1	2+	

SHOTGUN

A shotgun is a simple low velocity weapon which any Underhive workshop can make to order. They vary in appearance, often incorporating special features or decoration to the taste of the owner or the gunsmith. Some are pump-action guns, fed from a tubular magazine slung under the barrel, others have box magazines or long ammo belts. The ammunition itself is easy to make, and many owners make their own shells. There are several recognised types, each tailored to a particular type of shot or range. The ingenuity of the Underhive gunsmiths is quite remarkable in this respect.

SPECIAL RULES

Knock-back. The high impact of a shotgun is quite capable of knocking a man off balance or even off his feet. To represent this a target making a roll for falling over an edge as a result of a shotgun hit counts his Initiative with a -1 penalty. For example, if his I is 3 he will fall on a score of 3-6 rather than 4-6.

Ammo. A variety of shell types is available and you can decide which to use before each shot. Their different effects are summarised on the profile. Each type has its advantages. Some are effective but expensive and often unreliable. If you fail an Ammo roll the weapon and all ammunition carried cannot be used for the remainder of the game.

Solid Slug: This is the standard type of solid ammunition. It takes the form of a heavy shell which is fairly inaccurate but quite powerful.

Scatter Shot: This is a cartridge filled with lots of small pellets. Although it's not as powerful as other types of ammunition it is very useful for blasting enemy out of cover. The hundreds of pellets ricochet around and often score hits on partially concealed targets. When firing a scatter shot work out the hit as described for blast weapons in the rules. The scatter shot uses a 1" radius blast marker. In addition, disregard any cover modifiers for hitting the target – the hundreds of pellets saturate the area with shot and can catch partially concealed targets as if they were in the open.

Man Stopper: This is a particularly heavy solid cartridge with a massive propellant charge. It is more powerful than a normal solid shot and more accurate at range. However, it is more expensive than an ordinary solid shot.

Hot Shot: This is a hollowed out shot which contains a small charge of flamer chemical. If a target is hit and does not go down or out of action then it may catch fire in the same way as a target hit by a flamer. See the rules for catching fire in the flamer description.

Bolt: This is a small self-propelled missile. In fact it is a charge adapted from a boltgun round, and has similar properties including being somewhat temperamental. The long range of the shotgun is extended to 24" when firing a bolt.

Shot type	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Solid Slug	0-4	4-18	-	-1	4	1	-	4+	
Scatter Shot	0-4	4-18	+1	-1	3	1		4+	1" blast/Ignores cover
Man-Stopper	0-4	4-18	-	-	4	1	-2	4+	
Hot Shot	0-4	4-18	-	-1	4	1		6+	Catch fire
Bolt	0-4	4-24	+1	-	4	1	-1	6+	Range 24"

SPECIAL WEAPONS

Special weapons are similar in size and design to basic weapons and like them require both hands to fire. These are technically sophisticated weapons which require above average care and skill to use. For this reason not everyone can use such a weapon and they are mostly carried by heavies or gang leaders.

FLAMER

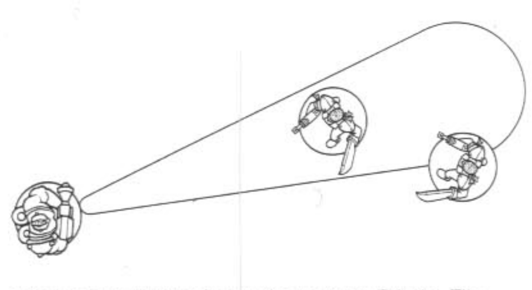
The flamer fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a pressurised container that fits underneath the weapon or is attached by a separate fuel pipe. A container contains little fuel, so flamers often run out of power after a few shots. The unstable and temperamental nature of the fuel also means that some containers prove useless whilst others explode unexpectedly as they are loaded.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

SPECIAL RULES

Ammo Test. An Ammo test is required every time the flamer is fired regardless of your to hit roll. Flamers are unreliable weapons, and can only be counted upon to fire once or twice per engagement.

Template. The flamer's shot is represented by the larger teardrop-shaped flamer template. This is used as described in the Shooting section, by placing the template so that it covers one or more target models. Any models wholly under the template are hit automatically, whilst those partially beneath are hit on the D6 roll of a 4, 5 or 6.



A Goliath armed with a flamer shoots at two Orlocks. The Goliath player places the template as shown. One Orlock is completely covered by the template and is hit automatically. The other Orlock is only partially covered, and will be hit on a D6 roll of 4 or more.

Catching Fire. If a model is hit by a flamer and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action then remove the model as normal. If a model is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On the score of a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the fighter's own turn. Roll a D6.

1-5	The model continues to burn and automatically sustains a further Strength 4 hit. If a model goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning the fighter's nerve is automatically broken as described in the Leadership Tests section, except that the model moves 2D6" in a random direction rather than towards cover (a random direction can be established using the Scatter dice). A burning model will not engage in hand-to-hand fighting and other models automatically move out of his way.
6	The flames go out with no further effect.

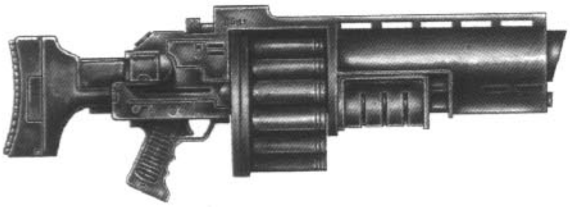
If there are any models within 1" of the burning fighter during their movement phase then they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 the flames are beaten out with no further effect.

Frenzied target. A frenzied fighter who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will, however, continue to take damage as described above.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Special rules		–	–	4	1	-2	4+	Template weapon. Flaming attack, target may catch fire.

GRENADE LAUNCHER

A grenade launcher is a light tubular launcher capable of firing most grenade types by means of a compressed gas charge. The most common grenades are explosive Frag grenades and implosive Krak grenades which are designed for cracking open tough and well armoured targets. These grenades are often home-made affairs, simple devices manufactured in the Underhive itself.



The launcher is a very robust and straightforward weapon. Its supply of compressed gas is soon expended, but recharging is a simple matter using a high pressure source to fill its internal tank.

Frag and Krak grenades are described in the section on grenades. When you equip a model with Krak or Frag grenades you are assumed to be buying him a supply sufficient to last for the entire game – or until you fail an Ammo roll. Other kinds of grenade that can be used are Choke, Flash, Plasma, Scare, Smoke and Hallucinogen.

SPECIAL RULE

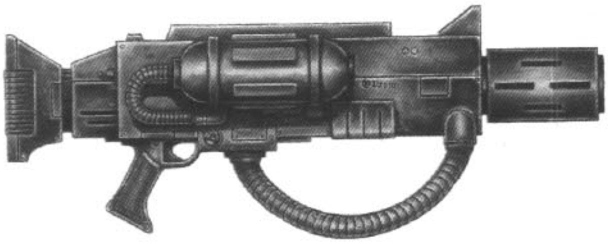
Move or Fire. Because of its bulk and massive recoil, a fighter cannot shoot a grenade launcher if he moves in the same turn. He can move, or fire, but not both.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-60	–	-1	–	–	–	Auto	As grenade type. Move or fire

MELTA-GUN

The melta-gun is also known as the melter, cooker or vape gun. It works by means of sub-molecular thermal agitation, literally cooking, melting, or eventually vaporising the target. A melta-gun can melt plasteel and its effect upon living tissue is horrible indeed.

The weapon makes no noise when fired. The passage of the beam heats the air to super-hot temperatures, causing a distinctive hiss which becomes a roaring blast as living flesh is hit and body moisture vaporises explosively.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	–	8	D6	-4	4+	

NEEDLE RIFLE

The needle rifle is a sniper's weapon and for this reason it is often referred to as a needle sniper rifle. It is a complex laser powered device and relatively rare in the Underhive. Its tight laser beam carries a tiny toxic needle or dart which can easily penetrate flesh to send its deadly poisons into the target. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply. The needler's chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome characters.

SPECIAL RULES

Toxic Dart. No wound roll is required when shooting a needler, if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal.

Injuries. A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases. Roll a D6.

1-2	**No effect.** The toxin has no effect or wears off. The target may continue to fight in the same way as if he'd suffered a flesh wound except that he suffers no penalties on his WS/BS.
3-4	**Sedated.** The target shrugs off the full effect of the toxin or recovers sufficiently to crawl up to 2" but can do nothing else. This is the same as a normal 'down' result.
5	**Comatose.** The target is knocked comatose and falls to the ground. The target cannot move at all.
6	**Out of Action.** The target slumps lifelessly to the ground. He may be dead or barely living, but is overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

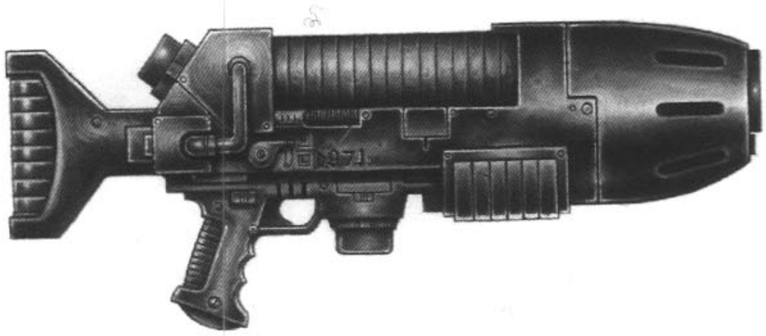
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-16	16-32	+1	–	3	1	-1	6+	Uses special Injury chart

PLASMA GUN

Plasma weapons fire energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion.

Plasma weapons are extremely effective and very dangerous weapons. Their biggest disadvantage is that they take a relatively long time to recharge once they have been fired.

The user can mitigate against this by firing as short a blast as possible with slightly reduced effectiveness.



SPECIAL RULE

Energy Levels. You can choose to shoot the weapon on a low energy setting or maximum power. The profiles for each setting are different, as you can see. If you shoot the weapon on maximum power then you cannot shoot again until it has recharged. It takes the firer's entire following turn for the weapon to recharge itself. This restriction does not apply on the low energy setting.

Note that sustained fire can only be used when shooting on the maximum energy setting.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-24	+1	–	7	1	-2	4+	Maximum power. Takes one entire turn to recharge. Sustained fire - 1 Dice.
0-6	6-16	+1	–	5	1	-1	4+	Low setting

HEAVY WEAPONS

This category covers particularly large and powerful weapons. They are too heavy and clumsy to be used by all fighters, and are also difficult to maintain and repair. Only fighters with appropriate technical skills can hope to own heavy weaponry of this kind, though most gangs have one or two fighters who carry heavy weapons. These individuals are known as 'heavies' on account of the weapons they carry and also because they tend to be big, muscular fighters able to bear the weight of their weapon, ammunition and spares.

All of the heavy weapons described below are weighty, cumbersome affairs which take quite a bit of physical strength and energy to carry and use. Spare parts, ammunition and a basic tool kit all add to the weight a heavy must bear. Because of this, any fighter carrying a heavy weapon may not move and shoot during the same turn. If you wish to shoot, you must remain stationary. As this rule applies to all heavy weapons it is not included in the special rules for individual weapons.

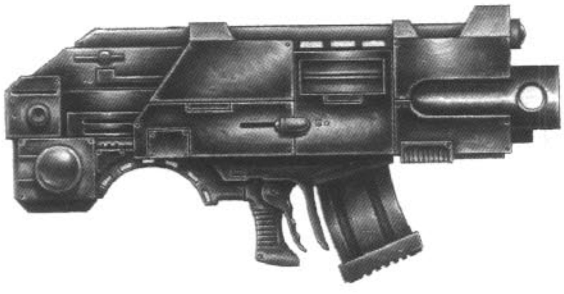
AUTO-CANNON

The auto-cannon is a heavy automatic weapon – a larger and more powerful version of the autogun. It is a rapid firing, high-velocity weapon capable of spitting out a hail of deadly shells. The blaze of shells, scream of the loading mechanism and brutal recoil mean that it is a difficult and energy sapping weapon to use. It is also extremely effective, and one of the most popular heavy weapons.

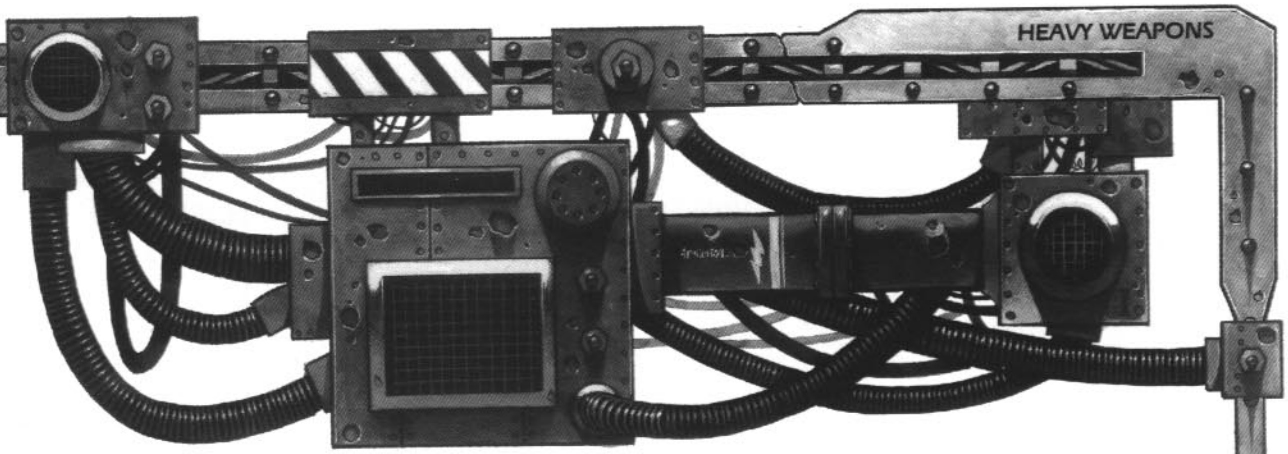
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-72	–	–	8	D6	-3	4+	Sustained fire – 1 dice

HEAVY BOLTER

All bolt weapons are highly advanced and technically sophisticated, and the heavy version is the most effective and most complex weapon of its type. They are extremely bulky and are often known as the 'back breaker' by those who carry them. Like all bolters it is noisy and the shells explode when they hit their target causing great devastation. Only very experienced and relatively wealthy fighters can afford to own and use a heavy bolter. The constant and demanding maintenance routine also makes it an unwise choice for a novice. For those who know what they're doing it is a prestigious weapon carried by the most dangerous of fighters.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-40	–	–	5	D4	-2	6+	Sustained Fire – 2 dice



HEAVY PLASMA GUN

The heavy plasma gun, or sun gun as it is known, fires energy shells of bright glowing plasma – matter in a super-heated energised state.

When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous and the heavy version is the most deadly of all. The biggest disadvantage of plasma weapons is that they take a relatively long time to recharge once fired. In the case of the heavy plasma gun the user can mitigate this by firing the weapon on a low energy discharge to preserve his energy reserves.

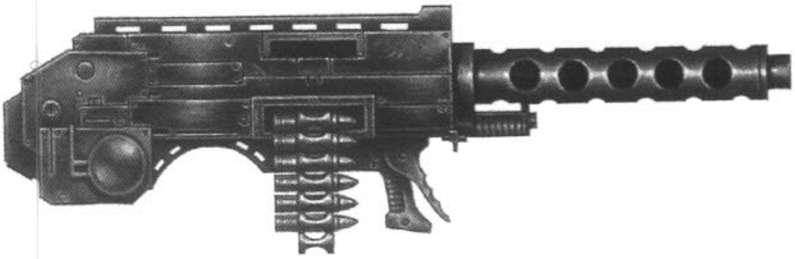
SPECIAL RULE

Energy Levels. You can choose to shoot the weapon on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the weapon on maximum power then you cannot shoot again until it has recharged. It takes the firer's entire following turn for the weapon to recharge once more. This restriction does not apply on the low energy setting.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-40	–	–	7	D4	-2	4+	1 1/2" Blast marker. Low energy
0-20	20-72	–	–	10	D10	-6	4+	1 1/2" Blast marker. Maximum power. Takes one entire turn to recharge

HEAVY STUB GUN

This heavy and old-fashioned weapon is affectionately known as the 'big stubber'. It rattles off a hail of heavy bullets sufficient to stop a man in his tracks. The workshops of the Underhive can turn out weapons like this quite easily, all slightly different in design but basically the same in terms of their effect. It is a simple weapon to maintain and relatively cheap to buy. Many gangs start out with a big stubber to back them up, and its deadly rain of bullets has put an end to the aspirations of many an Underhive fighter.

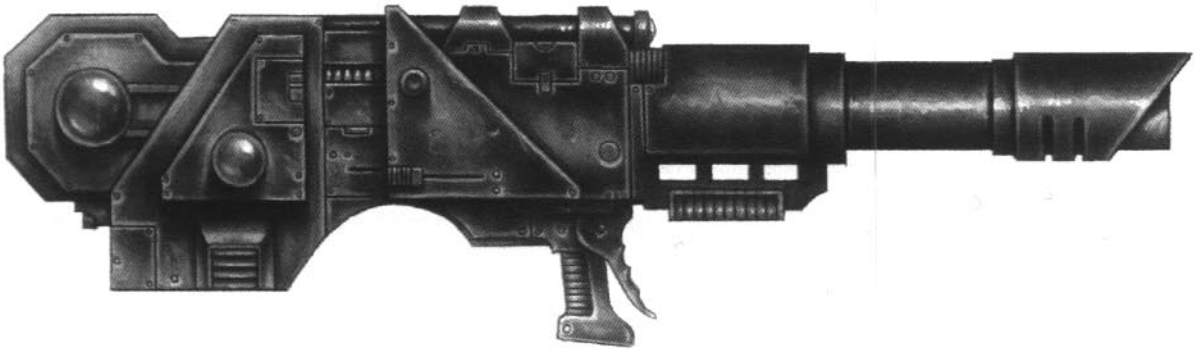


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-40	–	–	4	1	-1	4+	Sustained fire – 2 dice

LASCANNON

The lascannon or laser cannon is the most powerful of the laser technology weapons available in the Underhive. It is a military weapon, made in the factories of the hive city for the armed forces of the Imperium. Examples find their way into the hands of gang fighters, though the Guilders are reluctant to trade such powerful weaponry into the anarchic and dangerous Underhive.

The lascannon fires a powerful energy burst, a single mighty blast of energy that can burn up a target or vaporise plasteel. It is designed for destroying large armoured vehicles and other fighting machines, and its massive energy discharge is reckoned unnecessarily potent in the cramped Underhive where targets are generally living men. As a result it is not a highly favoured weapon, most fighters preferring something which spreads its shots over a wide area or fires more rapidly.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-60	–	–	9	2D6	-6	4+	

MISSILE LAUNCHER

The missile launcher is a complex and weighty piece of machinery. Although expensive the weapon is highly regarded on account of its versatility, and those who can afford the exorbitant costs of maintenance and ammunition often choose to carry a missile launcher.

Not all launchers are identical but most are similar, deriving from the armaments factories of the hive city rather than individual workshops in the Underhive. A few Underhive gunsmiths will adapt or modify missile launchers, but this requires considerable skill.

Two types of ammunition are commonly available. These are powered missiles fed into the weapon by means of a magazine or hopper, though some versions must be loaded one shot at a time. Super-krak missiles contain a powerful implosive charge designed to crack open the armour of individual targets. Frag missiles contain an explosive charge which inflicts damage over a wide area. Of these, Frag missiles are the most favoured in the Underhive.

SPECIAL RULES

Super Krak Missile. This missile is designed to crack open a heavily armoured target with a concentrated implosive charge. As such it is really intended to destroy armoured fighting machines and other well armoured targets. A missile has the profile shown below.

Strength	*Wounds*	*Save Modifier*	*Blast Area*
8	D10	-6	None

Frag Missile. This missile explodes upon impact, scattering shrapnel over a wide area. The missile is ideal for scything down groups of exposed fighters. It has a profile as follows.

Strength	*Wounds*	*Save Modifier*	*Blast Area*
4	1	-1	2" radius

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-72				As missile		Auto	

GRENADES

Grenades are thrown by hand or can be fired from a grenade launcher, a tubular device powered by compressed gas or an electromagnetic charge. There are many different kinds of grenade available in the Underhive, including strange and unreliable devices concocted by the Underhive fighters themselves, but the most common by far are Frag and Krak grenades.

Whatever type of grenade you carry, a grenade throw counts as a 'shot' in the shooting phase, so a fighter can shoot a gun or throw a grenade, but not both. For the rules on grenades see the Shooting section of the main rules.

When you equip a fighter with grenades he is assumed to carry enough actual grenades to last the entire encounter. His supply of grenades will automatically run out if an Ammo roll is required, ie the Ammo roll is 'auto' for all grenades.

If you run out of ammo with a grenade launcher you have run out of the type of grenade used and the launcher has run out of charge.

KRAK

Krak grenades are designed to pierce armoured targets by means of a concentrated implosive charge. Although a Krak grenade can easily kill a man, its contained blast makes it less useful than Frag grenades for Underhive fighting. However, it is very effective at destroying hard targets, building structures, and for blasting into defended holes.

SPECIAL RULES

-1 to Hit. A Krak grenade is a heavy and cumbersome grenade with a concentrated blast. It is therefore harder to hit a target with a Krak grenade than with other grenades and a -1 to hit penalty is imposed when throwing one.

Scatter. Although the grenade has no blast area it will still scatter if it misses in the fashion of any other grenade. The grenade must scatter directly on top of a target in order to hit it.

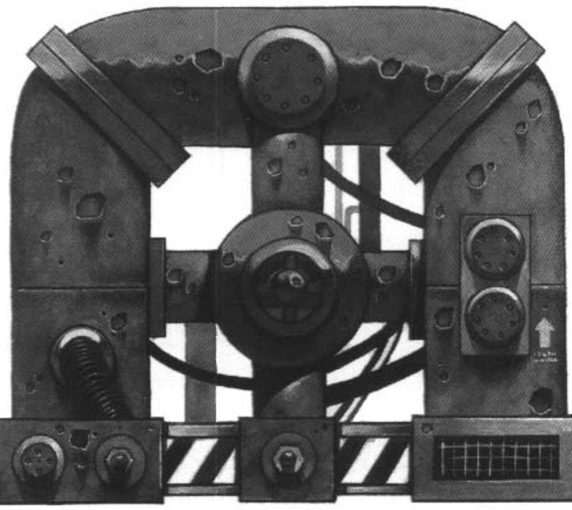
Demolition. The Krak grenade can be affixed to any stationary target within 1" during the shooting phase – for example a door, a water still, or other construction. The grenade hits automatically without the need to roll for hits or scatter. It is not possible for a model to shoot other weapons in the same shooting phase as placing a Krak grenade.

Strength	Damage	Save Modifier	Area
6	D6	-3	None

FRAG

A Frag grenade contains an explosive charge as well as a casing which is designed to fragment into deadly shrapnel. It is a common weapon, easy to make and effective in use. Frag grenades are often home-made in Underhive workshops or by the gang fighters themselves.

Strength	Damage	Save Modifier	Area
3	1	-1	2"



MELTA BOMB

Melta bombs or thermal bombs contain a subatomic thermal charge capable of melting through a sheet of plasteel or vaporising flesh. The intense heat caused is very localised in effect, so the weapon is little use in conventional fighting, its primary purpose is as a demolition charge to melt doors or machines. For these purposes it has a special contact plate used to affix it to stationary targets.

SPECIAL RULE

Demolition. The Melta bomb cannot be thrown like an ordinary grenade and its size prevents its use in a grenade launcher. Instead it may be affixed to any stationary target within 1" during the shooting phase, for example a door, a water still, or other construction. The Melta bomb hits automatically without the need to roll for hits or scatter. It is not possible for a model to shoot with other weapons in the same shooting phase as placing a bomb.

Strength	Damage	Save Modifier	Area
8	D6	-4	None

GAS

There are many different kinds of gas grenades or gas bombs. Some of these weapons are made in the factories of the hive city, others are fabricated by cunning armourers in the Underhive itself. All of these weapons are rare and somewhat specialised in nature, so they are not commonly used by gang fighters. The different effects of the various gas grenades are discussed below.

When you throw a gas grenade choose your target and work out where the grenade hits. Place a 2" radius marker, or a patch of cotton wool, to represent the gas. Models within the cloud are hit automatically; models partially within the cloud are hit on a D6 roll of 4 or more, exactly as for ordinary weapons. Fighters hit by gas are not pinned as a result. In other words, although 'hit' the targets are not actually struck or hurt so the hit doesn't count in quite the same way as a regular weapon hit.

Any model hit by gas must roll a D6. If the score is less than the target's Toughness it is not affected by the gas. If the score is equal to or more than the target's Toughness it is affected as described below. A roll of a 6 always affects the target regardless of his Toughness. A model that is not already affected by the gas must make this roll if it finds itself within the gas cloud at the start of its turn.

Gas clouds can last for several turns, or slowly disperse or drift away altogether. Test at the beginning of both players' turns. At the start of each turn roll a D6.

1	The gas dissipates causing no further harm.
2-5	The gas remains where it is.
6	The gas drifts D6" in a random direction. Any models enveloped by the gas are hit.

Scare Gas: A fighter affected by Scare gas must take an immediate Leadership test to keep his nerve. If failed the gas has sent the fighter into a panic and he is broken as described in the rules for Leadership tests.

Choke: Fighters affected by Choke fall to the floor and are helpless whilst they remain in the cloud. Models can crawl 2" and attempt to leave the cloud, but they cannot shoot, fight or do anything else if within the cloud at the start of their turn. Once they have crawled free of the choking gas or it has dispersed they recover by the end of the turn.

Hallucinogen: Fighters affected by this dangerous hallucinogenic gas become subject to all kinds of strange delusions and can behave in an extraordinary manner. If the model is within the gas cloud at the start of his turn roll a D6 and consult the chart below.

Note: If a Hallucinogen cloud dissipates it still affects models within it at the start of the turn, and if a cloud drifts it affects all models 'hit' by the gas as it drifts.

1	*Resist!* Wild and dizzying visions spin before the victim's eyes as he battles to overcome his inner madness. Roll a further D6. On a score of 1-3 the victim resists the visions and is unaffected. On a 4-6 roll again on this chart.
2	*They're Crawling All Over Me!* The victim is convinced that he is covered with spiders, plague rats, or other unpleasant creatures. The victim is pinned in place by sheer horror just as if he had been hit by a shot. He cannot test to avoid this and can do nothing for his next turn.
3	*Over There!* The victim is convinced the enemy is all around him, hiding behind every piece of cover, lurking just out of sight, ready to drop from above. The victim does not move this turn but must blast off with any weapon he has in a totally random direction. If any model, friend or foe, lies in the direction indicated then it becomes a target just as normal.
4	*Run For It!* The victim is overcome with terror, his eyes widen and he starts to dribble and gibber. The model is automatically and immediately broken as if he had failed a Leadership test and broke his nerve. Move the model 2D6" away from the enemy – this constitutes the model's movement for that turn.
5	*Traitors!* The victim becomes convinced his fellow fighters are out to get him, that the whole thing is a set-up, and the only way to escape is to kill them all. The fighter does not move that turn but shoots at the nearest friend.
6	*Errrr...* The victim lapses into a mindless slack-jawed state for the remainder of the encounter. Do not roll again on this chart even if the model remains within the hallucinogenic gas. The fighter is unharmed and recovers after the game is over, but takes no further part in this encounter and can be removed from play. He does count as out of action for purposes of Bottle rolls.

PLASMA

Plasma is a dangerous and unstable matter in a highly energised state. When a Plasma grenade explodes it creates a plasma ball like a miniature sun.

Throw the grenade as normal and when you have established where it lands place a 1 1/2" radius blast marker on the spot. Work out damage on the targets within the plasma ball in the usual way. Once casualties have been determined do not remove the marker as you normally would but leave it in place. The area indicated is undergoing a matter/energy transformation and is glowing like a small sun.

A plasma ball can persist for several turns, or slowly disperse or drift away altogether. Test at the beginning of each player's turn. At the start of each turn roll a D6.

1 The plasma ball collapses in upon itself and disappears causing no further damage.

2-5 The plasma ball contracts to 1" radius, or to 1/2" radius if already reduced to 1" radius. A plasma ball already reduced to 1/2" radius will vanish altogether.

6 The plasma ball drifts D6" in a random direction established using a Scatter dice and disappears at the end of the turn. Any models enveloped by the moving plasma ball are hit and may suffer damage as a result.

Because of the nature of the shining plasma ball it is not possible to see through it or to shoot weapons through it.

Strength	Damage	Save Modifier	Area
5	1	-2	1 1/2"

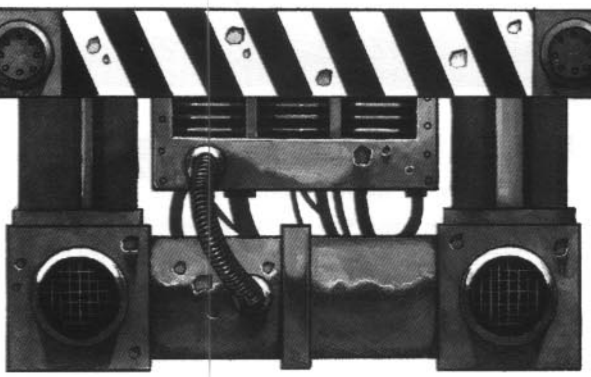
PHOTON FLASH FLARE

Also known as the flash bomb, Photon grenade or simply as a flare, this device explodes with a burst of intense light, blinding or stunning those nearby. A Photon grenade can dazzle fighters and damage sensitive range finding equipment such as targeters.

Throw the grenade and place the template as normal. Models hit by the flash may be affected as described below. Note, however, that fighters hit by a flash are not pinned as a result. In other words, although 'hit' the targets are not actually struck or hurt so the hit doesn't count the same as a regular weapon hit. Roll a D6 for each model.

Any model which rolls under its Initiative characteristic is merely dazzled for the remainder of that turn, counting its WS and BS as 1. Otherwise the fighter is unharmed.

Any model that does not roll under its Initiative is blinded. Blinded models are unable to see and so cannot move properly or shoot. If they do decide to move they do so at half speed and in a random direction. If engaged in hand-to-hand combat they can fight but their WS is reduced to 1.



A model who is blinded remains blinded throughout his following turn, but may test at the start of each of his subsequent turns to recover his sight. Roll a D6. On the score of a 5 or 6 the model regains its sight and can see and move normally once more.

If the target carries a weapon fitted with a mono-sight, red-dot laser sight or infra-red sight, roll a D6. On the score of a 6 the sight is damaged beyond repair and is useless.

Strength	Damage	Save Modifier	Area
None	None	None	1 1/2"

SMOKE

A Smoke grenade or smoke bomb releases a cloud of oily smoke that is impossible to see through without special visual devices such as a photovisor.

When you throw a Smoke grenade you must aim at a specific point of ground – this counts as a small target at -1 to hit. Work out where the grenade lands and place a 2" radius marker to show the extent of the smoke cloud. You can use a patch of cotton wool to represent this if you like. The height of the cloud is assumed to be 2".

Models cannot see through smoke unless equipped to do so, and therefore cannot fire through it. Models within a smoke cloud can see nothing and can either stay where they are or attempt to move out of the cloud in their movement phase. Models moving within a cloud always move in a random direction (established using the Scatter dice) and at half speed.

If enemy fighters find themselves engaged in hand-to-hand combat within a smoke cloud they still fight, but halve their WS characteristic rounding any odd halves up.

A smoke cloud can last for several turns, slowly disperse or drift away altogether. Test at the beginning of each player's turn. At the start of each turn roll a D6.

1 The cloud remains where it is until the end of the testing player's turn and then dissipates with no further effect.

2-4 The cloud remains where it is.

5 The cloud contracts to 1" radius, or to 1/2" radius if already reduced to 1" radius. A cloud already reduced to 1/2" radius will vanish altogether.

6 The cloud drifts D6" in a random direction established using a Scatter dice.

ARMOUR

The armed forces of the far future are equipped with advanced powered armoured suits and protective fields. These bulky and expensive devices are necessary to protect a warrior against the awesome weaponry used on the battlefields of the 41st millennium. Armour is less useful in the depths of the Necromundan hives. Its bulk hinders movement amongst the tangled ruins and its cost is beyond the means of all but the most wealthy fighters.

Although advanced armour is sometimes traded, by far the most common forms of protection are simpler types of protection such as mesh and carapace.

CARAPACE

Carapace armour is made of rigid plates of armaplas moulded to fit parts of the body. A typical suit of carapace covers the vital chest region, with separate plates for the arms and legs. The armaplas plates offer quite good protection from low-powered weaponry but are rather heavy.

SPECIAL RULES

Save. A fighter wearing carapace armour has a basic D6 saving throw of 4, 5 or 6 against a wound.

Initiative. Because of its weight a fighter wearing carapace armour counts his Initiative characteristic as only half its actual value, rounding up. For example, a fighter with I5 would count as having I3.

FLAK

Flak armour is made from high-tensile padded fabric usually in the form of a sleeveless jacket which covers the upper torso. Flak is rather uncomfortable and not especially popular despite its low cost. It offers minimal protection against low powered weapons and is most useful against blasts and explosive impact from near-misses.

SPECIAL RULES

Save. A fighter wearing flak armour has a basic D6 saving throw of 6 against a wound. This is increased to 5 or 6 against weapons which use a template as these are generally the low velocity weapons that flak is most effective against – flamers, blast weapons and Frag grenades, for example. The save modifiers for these weapons may reduce or cancel out this save in many cases.

MESH ARMOUR

Mesh armour is a fabric-like material made from tiny cells of bonded thermoplas. The resultant mesh is light but very strong and can be fashioned into garments or used as a protective lining. Mesh absorbs physical blows or heat energy by becoming momentarily solid, effectively absorbing the energy of an attack to switch from one morphic state to another. Repeated hits to the same area will tend to erode this effect and reduce the protective value of the mesh.

SPECIAL RULES

Save. A fighter wearing mesh armour has a basic D6 saving throw of 5 or 6 against a wound.

AMMUNITION AND GUNSIGHTS

This section covers special types of ammunition or power packs that are sometimes available from traders. It also includes types of advanced gunsights which are rare and highly sought after in the depths of the Underhive.

HOTSHOT LASER POWER PACK

The Hotshot pack is an especially powerful version of the standard laser power pack. It uses a more expensive and less robust power matrix, with the advantage that it can force more power through a standard laser weapon. However, the risk of burning out the weapon or exhausting the pack itself is much greater than with the standard pack.

SPECIAL RULES

Any laser pistol or lasgun can be fitted with a Hotshot pack adding +1 to the weapon's Strength. However, the weapon's Ammo roll is reduced to 6+ if a Hotshot pack is fitted.

RED-DOT LASER SIGHT

This sight shines a continuous low-powered red laser beam along the barrel of a weapon, placing a red dot wherever it is aimed. The laser sight can be attached to any pistol, basic or special type of weapon, such as a bolt pistol or lasgun. Wary fighters look out for the glint of the laser beam and take cover if they spy a red-dot scanning nearby.

SPECIAL RULES

+1 to Hit. A fighter using a pistol, special or basic weapon with a red-dot sight adds +1 to his dice roll to hit a target.

Spot the Dot. A fighter hit by a weapon with a red-dot sight can try to avoid the shot, representing his chance of spotting the red dot and ducking aside. This is worked out as soon as a hit is scored. The chance of avoiding the shot is a 6 on a D6. This 'spot the dot' roll is not a saving throw for armour, and armour penetration modifiers do not affect it.

MONO-SIGHT

A mono-sight is an optical sensor worn over one eye, attached to the fighter's weapon by a power link. The fighter sees an enhanced image and superimposed targetting reticule with its crosshairs clearly showing where his shot will land. The high resolution of the image makes this sight useful only from a stable platform, it is of no advantage to a shooter who is moving. For this reason the mono-sight is designed to be attached to heavy weapons, although they can also be fitted to basic or special weapons.

SPECIAL RULES

+1 to Hit. A stationary fighter using a basic, special or heavy weapon with a mono-sight adds +1 to his roll to hit.

Overwatch. The sight is no advantage against a suddenly appearing or fleeting target. The bonus does not therefore apply if shooting at an appearing or disappearing target or at a charging target on overwatch.

INFRA-RED SIGHT

An infra-red sight is similar in construction to a mono-sight but is calibrated to register infra-red rather than visible light. The enhanced image which appears in the sight makes it very easy to pick out targets that are partially concealed behind cover. Like a mono-sight, the infra-red sights works most effectively from a stable platform, and is of no advantage to a shooter whose own movement disrupts the sensor's image. The sight is designed for attachment to heavy, special or basic weapons.

SPECIAL RULES

Cancels Cover. A stationary fighter using a basic, special or heavy weapon with an infra-red sight may reduce the penalty applied for shooting at an enemy in cover by 1. So, partial cover is ignored and full cover counts as -1 to hit rather than -2.

Single Shot. The to hit bonus applies so long as the weapon only fires a single shot. If the player wishes to use sustained shooting the bonus does not apply, as the clouds of hot smoke emitted obscure the sights.

Overwatch. The sight is no advantage against a suddenly appearing or fleeting target. The bonus does not therefore apply if shooting at an appearing or disappearing target or at a charging target on overwatch.

TELESCOPIC SIGHT

A telescopic sight is a simple but effective optical aid to accuracy. The sight can be fitted to any basic or special weapon to increase the shooter's chances of scoring a hit at long range. A telescopic sight requires concentration to use, and is only a benefit to shooters who stop and aim carefully.

SPECIAL RULES

Double Short Range. A stationary fighter using a basic or special weapon with a telescopic sight doubles the short range of his weapon. For example, short range for a bolter becomes 24". This does not affect the maximum range of the weapon, and in some cases, such as the bolter, all such shots will therefore count as at short range.

Overwatch. The sight is no advantage against a suddenly appearing or fleeting target. The bonus does not therefore apply if shooting at an appearing or disappearing target or at a charging target on overwatch.

BIONICS AND BIO-IMPLANTS

The Underhive presents a weird mixture of advanced technology and primitive technical improvisation. Conditions are rough and ready in the settlements, and those who live there are used to making compromises.

To the wealthy inhabitants of the Spire bionic implants and transplants of living tissue are readily available and affordable solutions to disease and injury. Beneath the Wall a few wealthy family patriarchs may be able to afford such services. In the Underhive people cope as best they can, making do with simple prosthetics and putting up with debilitating injuries. However, even in the Underhive there are a few skilled bio-surgeons able to perform transplants for those who are able to pay the price.

BIONIC EYE

A bionic eye is a technical device that replaces a destroyed or damaged eye. The eye's photosensitive cells also offer protection against Photon Flash flares, and enable the fighter to see through smoke.

If a fighter with a bionic eye suffers a further eye injury then randomly determine which eye is damaged – his real eye or his artificial eye. Any damage to a bionic eye will destroy it.

SPECIAL RULES

Replacement. A bionic eye cancels out the effect of one serious eye injury the fighter has sustained.

Photosensitive. The fighter may re-roll a failed save against blinding by a Photon Flash flare (D6 against Initiative). He may also see past and shoot through smoke with a -1 to hit penalty.

BIONIC LEG

A bionic leg is very much stronger than an ordinary leg and affords the fighter the opportunity of making a devastating kick attack.

If a fighter with a bionic leg suffers another leg injury randomly determine which leg is affected: the fighter's real leg or his bionic leg. If the bionic leg is damaged it will be destroyed.

SPECIAL RULES

Replacement. A bionic leg cancels out the effect of one serious leg injury the fighter has sustained.

Kick. The fighter gains +1 to his Attacks characteristic. In addition, if the fighter wins a hand-to-hand combat he can make a special kick instead of resolving his normal hit/s. Note that a fighter can only kick once and must give up all the hits he would otherwise inflict to do so. A kick is resolved at +2 to the fighter's Strength and inflicts D3 damage.

BIONIC ARM

A bionic arm is a particularly expensive device which offers greatly amplified strength, grip and dexterity compared to a normal arm.

If a fighter with a bionic arm suffers a further arm injury randomly determine which arm is affected: the fighter's real arm or his bionic arm. Any damage to a bionic arm will destroy it.

SPECIAL RULES

Replacement. A bionic arm cancels out the effect of one serious arm injury the fighter has sustained.

Characteristic Bonus. The fighter receives a +1 Strength bonus on his own strength when fighting in hand-to-hand combat or when throwing grenades. He also receives a +1 Initiative bonus when fighting hand-to-hand combat.

MISCELLANEOUS EQUIPMENT

AUTO-REPAIRER

An auto-repairer is a large device kept back in the gang's hideout or in one of its workshops. The machine is used by a gang's heavies to check and repair equipment, scan for hidden structural weaknesses and test batteries, power packs and internal generators.

SPECIAL RULES

If a gang has an auto-repairer it can be used in between fights to check out the gang's weapons. The gang must include a heavy to do this and you must assign a fit ganger to help him. The ganger cannot collect income from territories or search for rare trade goods if he is helping the heavy.

In the next game, any weapon that fails its Ammo roll may roll again, and automatically passes its check on a D6 roll of 4, 5 or 6 regardless of the kind of weapon it is. Weapons which automatically fail an Ammo roll will pass on a 4 or more.

Note that the auto-repairer is kept in the gang's territory and is not associated with any specific heavy. As it does not belong to a specific model its value is not included in the gang's rating. If the gang is raided in the *Raid* scenario then the auto-repairer is automatically destroyed if the encounter is lost.

BIO-BOOSTER

A bio-booster is a small chemical charge that fits into a wrist band or similar. The booster's bio-sensor is activated when the wearer is injured, administering a shot of booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self-administering and completely automatic.

SPECIAL RULES

If a fighter is wearing a bio-booster then on his first Injury roll 1-3 counts as a flesh wound, 4-5 is down and 6 is out of action. This only applies to the fighter's first Injury roll – ie, the roll made when his last wound is gone – not to subsequent Injury rolls in the recovery phase.

The bio-booster will only work once per game. If a fighter recovers and is then injured for a second time his bio-booster will have no further effect as it has been discharged.

BIO-SCANNER

A bio-scanner detects life signs within the proximity of the user. The device is small, about the size of a pistol, and can be worn upon a belt or around the owner's neck. A fighter who carries such a device improves his chances of spotting enemy intruders.

SPECIAL RULES

Hidden Enemy. A model carrying a bio-scanner trebles the range at which it will see hidden enemy. For example, a fighter with I4 will spot hidden enemy at 12" rather than 4".

Intruders. In scenarios which involve sentries and intruders (eg *Raid and Rescue*) the bio-scanner trebles the distance at which sentries can spot intruders and adds +1 to their chance of spotting all intruders.

BLINDSNAKE POUCH

The Ratskins milk venom from the albino blindsnake, mix the toxin with certain secret fungi, and place the resultant paste into a small leather pouch which is worn around the neck. The spirit of the blindsnake is said to watch out for bad spirits and to guide its owner in the darkness. The mixture in the leather pouch is absorbed by the fighter's skin and enhances his natural psychic sensitivity, endowing him with a sort of rudimentary sixth sense.

SPECIAL RULES

A fighter who carries a blindsnake pouch can sense when an enemy is waiting to shoot at him. If a fighter is shot at and hit from overwatch, he has a chance of ducking or weaving to avoid the shot. Roll a D6. On the score of a 4+ the fighter avoids the shot and is safe. Note that this roll is made as soon as the fighter is hit – it is not a saving throw taken once a fighter is wounded and no armour save modifiers apply.

CLIP HARNESS

Fighters who must constantly climb the sheer ruins and crumbling superstructure of the Underhive often choose to make use of a clip harness to save them from falling. The harness is nothing more than a safety line that is fastened round the body, with a strong steel clip or magnetic clasp which can be attached to a nearby object. If the wearer should fall the harness will save him and enable the fighter to scramble to safety.

SPECIAL RULES

Fall. The end of the safety line must be fastened for it to work. A model can fasten a harness if it does not move in its movement phase. The harness is automatically unfastened when the model moves.

If a model falls whilst the safety line is fastened the fighter is unharmed but ends up dangling on the end of the line until he is able to scramble up. To do this, the model rolls a D6 at the start of his turn and must score equal to or less than his Initiative to scramble back up the line to safety.

An enemy model in position to do so can cut the line and send the fighter falling to the ground. This counts as an attack in hand-to-hand combat so the enemy model cannot shoot in the same turn.

CONCEALED BLADE

Although it is possible to hide any small blade about your person, the concealed blade is something a little different. This tiny blade is cunningly concealed in a specially designed boot heel, or inside a small bio-compartment under the owner's skin. The blade is not used unless the owner is captured, in which case he can use it to try and escape.

A captured fighter can try and escape if he has a concealed blade. Roll a D6.

1 The fighter is killed while trying to escape.
2 The fighter is recaptured immediately.
3 The fighter escapes but loses all his weapons and equipment to the capturing gang.
4-6 The fighter escapes together with his weapons and equipment.

A concealed blade is only good for one escape attempt.

FILTER PLUGS

Filter plugs, or 'flugs', are simple filters which Necromundans stick firmly up their nostrils to purify the air they breathe. Cheap and disposable, these are used in their millions throughout the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic gases are constant hazards. Flugs sieve out the worse of the pollution including most harmful substances.

SPECIAL RULES

Gas Test. A fighter wearing flugs can re-roll a failed Toughness test against dangerous gases including Choke, Hallucinogen and Scare.

GRAV CHUTE

The grav chute is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float from a great height and land softly, even from a fall of several hundred feet.

SPECIAL RULES

Fall. A fighter wearing a grav chute takes no damage from falling or jumping regardless of the height he falls.

GRAPNEL

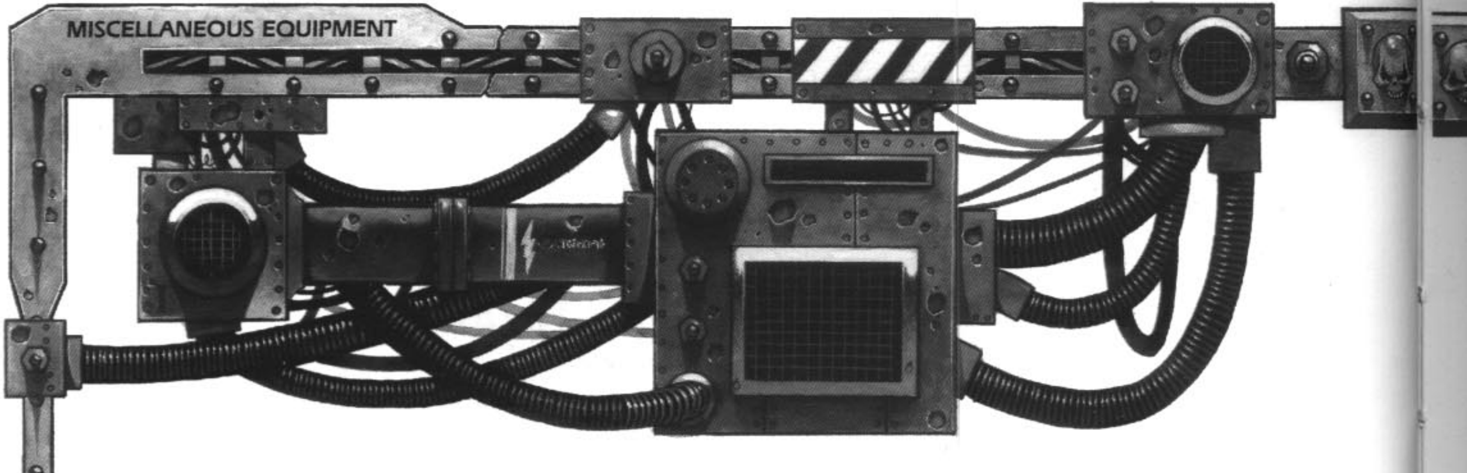
The grapnel consists of a magnetic grapnel attached to a long wire which is fired from a small launcher. A fighter can fire a grapnel in the shooting phase instead of shooting with a weapon. Choose the spot you wish to aim for, counting it as a small target, and roll to hit as for weapons fire. If you miss the target roll for scatter as for blast weapons. The magnetic grapnel sticks to the point indicated and this can be marked with a suitable counter. In its following movement phase the model may winch itself to the position of the marker, and this counts as the model's move for that turn.

The grapnel isn't really a weapon, but the chances are someone will want to use it as such, so it has a standard weapons profile. It also has an Ammo roll taken in the normal way for weapons.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo Roll
8	16	+2	+1	2	1	0	6+

Justice in the Underhive is a rough and ready affair, administered chiefly by the local Guilder Courts under the supervision of each settlement's most powerful Guilders. These rich and influential individuals keep the peace inside the towns and oversee any trading that goes on there.

The Guilders hire local fighters called Watchmen to man the gates and walk the streets during lights out. If bigger problems arise, such as outlaw gangs raiding the surrounding holes, the Guilders pay local gang leaders to deal with them. This provides a lucrative income for the most successful gangs. Strangers, trouble-makers and quarrelsome citizens are targeted by the diligent Watchmen and dealt with by means of a swift crack on the head or a night in the pit. Belligerent or persistent types are hauled up before the next Guilder Court for trial and sentence.



INFRA-GOGGLES

These take the form of a pair of goggles or visor which allows a fighter to see the thermal images of enemy fighters in the Underhive. This enables the wearer to see foes who are hiding or who are partially concealed behind cover.

SPECIAL RULES

A fighter wearing infra-goggles can spot hidden enemy at double his normal distance – ie, his Initiative x2 rather than his Initiative distance in inches. In scenarios which involve sentries and intruders (eg *Raid* and *Rescue*) goggles double the distance at which sentries will spot intruders and add +1 to their chance of spotting intruders in partial or complete cover.

ISOTROPIC FUEL ROD

This is the basic fuel rod used to provide power for almost everything in the Underhive. Rods come from uphive where they are made in Hive City, and sometimes turn up as archeotech.

SPECIAL RULES

If a gang has a fuel rod it can convert any one piece of territory into a Settlement. The gang sets up a small out-hole in the waste using the fuel rod to power its air-pumps, water still and generator. The fuel rod can be used only once.

LOBO-CHIP

The lobotomy chip is similar in appearance and general function to a standard skull chip. The effect is to anaesthetise part of the brain, reducing the wearer's sensitivity and curbing excessive and violent behaviour.

SPECIAL RULES

A lobo-chip will cure a fighter of the manic behaviour associated with lasting head injuries, so that he no longer has to test before a battle for stupidity or frenzy. However, his Initiative characteristic is reduced to 1. Each lobo-chip is individually configured to its recipient's brainwaves. Once implanted, it cannot be removed and transferred to another fighter.

MUNG VASE

The Mung vase is a much sought after and extremely rare kind of archeotech. Genuine vases are prized by collectors amongst the noble houses of Necromunda and first class examples are said to change hands for millions of credits. For every genuine vase uncovered in the wastes a thousand replicas are made in the shanty towns of the Underhive.

SPECIAL RULES

If you are offered a Mung vase then the chances are it is a worthless copy or a damaged or restored example of only token value. Canny investors will no more touch a Mung vase than a festering sore on a rabid plague rat. Unfortunately, not everyone is so circumspect. If you have dispatched a ganger to search for rare items then he must buy a Mung vase if one is offered. Otherwise you can buy the vase if you're feeling lucky (some would say gullible).

You must commit to buying the vase before establishing the cost (this represents the process of lengthy haggling involved in all such transactions). The vase costs D6 x 10 credits.

You can sell the vase in any subsequent trading session. Meanwhile it is kept hidden in a secret place known only to the gang's leader. If the leader is killed the location of the vase is lost forever. The vase's cost is not included in the gang's rating.

When you decide to sell the vase roll a D6 to see how you get on.

1. Fake. The vase is an obvious and worthless fake. Whoever you attempt to sell it to throws you and your vase out into the street. The vase is broken and you have wasted your cash.
2. It's a fake but quite a nice one and the trader gives you D6 credits for it. You accept the credits and thank the trader for his generosity. The following day you learn that he has left town in a hurry. He is never seen again.
3. You sell the vase for 30+4D6 credits.
4. You sell the vase for 30+6D6 credits.
5. You sell the vase for 5x2D6 credits.
6. You sell the vase for 10x2D6 credits.

MEDI-PACK

The medi-pack is a diagnostic medical computer that can alleviate the major symptoms of wounds by means of electro-chemical impulses.

SPECIAL RULES

A fighter who carries a medi-pack can use it upon a friend who is down and in base contact. The fighter must move base-to-base and then spend the rest of the turn attending to his comrade. He cannot shoot, fight hand-to-hand or do anything else. At the end of the turn in the recovery phase an Injury roll is made for the down model as normal except that a score of 1-4 recovers the injured fighter to flesh wound, a 5 is down, and a 6 is out of action.

Note that a fighter cannot use a medi-pack on himself, nor may another individual use the medi-pack once its owner is injured or otherwise incapacitated.

ONE IN A MILLION WEAPON

The One in a Million Weapon is a rare example of the weaponsmiths' art, made from the best materials to the finest standards and the most exacting tolerances. Such weapons are prized beyond mere cash. Men have fought and died to own a weapon such as this.

SPECIAL RULES

The weapon is normal for its type but automatically passes any Ammo roll it is required to make. If it is a weapon that would normally automatically fail its Ammo roll then it will pass on the D6 roll of a 4, 5 or 6. Roll a D6 to find out what kind of weapon you have been offered: 1-2 pistol, 3-4 basic, 5 special, 6 heavy. You can choose any weapon from the category rolled.

PHOTO-CONTACTS

Photo-contacts are multi-layered plastic lenses worn on the eyes to enhance vision in poor light conditions. They also incorporate a photochromatic layer which protects the wearer's sight against sudden bright flashes.

SPECIAL RULES

Flash. A fighter wearing photo-contacts may re-roll a failed Initiative test to avoid the effects of a Photon Flash flare.

Smoke. A fighter wearing photo-contacts can see and move through smoke without penalty. He can shoot through smoke but suffers a -1 to hit penalty when doing so.

PHOTO-VISOR

A photo-visor is a special visor that enhances vision in poor light conditions. It also incorporates a photochromatic layer that protects the wearer against sudden bright flashes.

SPECIAL RULES

Flash. A fighter wearing a photo-visor may re-roll a failed Initiative test to avoid the effects of a Photon Flash flare.

Smoke. A fighter wearing a photo-visor can see and move through smoke without penalty. He can shoot through smoke but suffers a -1 to hit penalty when doing so.

SILENCER

A silencer damps out the sound of an auto-pistol or stub gun shot. When equipped with a silencer these weapons are effectively silent, a useful factor in some of the scenarios.

SKULL CHIP

This is a small bio-chip that looks like a stud or tiny metal plate covered in circuitry. It is attached to the skull by means of a fine needle-like pin which fixes straight into the brain. The chip melds with the wearer's mind and improves his reaction time and memory functions.

SPECIAL RULES

A fighter wearing a skull chip can re-roll any Initiative characteristic-based dice test that he fails. For example, he can re-roll a failed test to avoid being pinned by enemy fire. Once implanted the chip cannot be removed and transferred to another fighter.

RATSKIN MAP

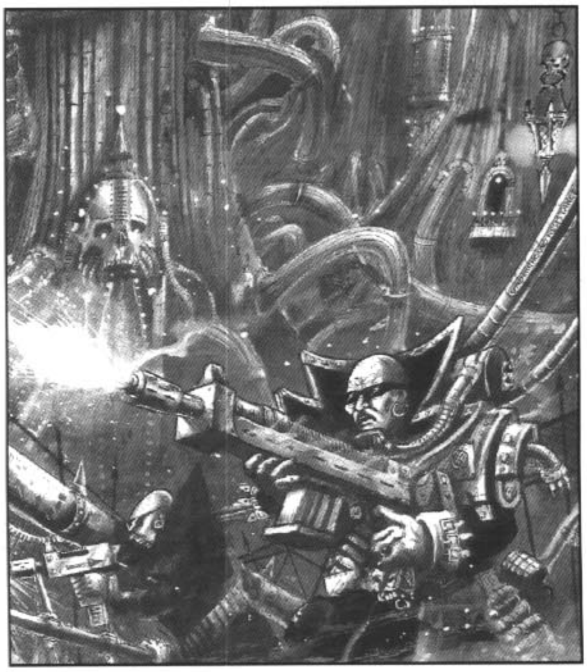
It is commonly supposed that the Underhive contains huge amounts of treasure: collapsed tunnels leading to untapped mines and caverns containing piles of gemstones waiting to be discovered, and long lost domes brimming with archeotech. It is also common knowledge that the Ratskins know of many such places as well as paths through and under the hive that no ordinary man has ever travelled. It is equally common knowledge that anyone trying to sell you an ancient Ratskin treasure map is inevitably on the make. On the other hand, the map looks real, it's certainly very old, and the trader sounds genuine. Dare you take the risk?

SPECIAL RULES

If you decide to buy the map roll to see how accurate it is before you play your next game. If the map is accurate it will enable you to manoeuvre round your enemy, and gives you an advantage when deciding which scenario to fight. If it's a good one you can use the map from then on. Roll a D6:

1. **Fake.** The map is a convincing piece of fiction but utterly useless. Your opponent can choose the next scenario automatically, there is no need to roll for it.
2. **Treasure map.** The map shows the whereabouts of an ancient archeotech hoard. Roll a further D6 to determine whether it is real or a fake. On a 1-5 it is a fake. On a 6 the map is genuine and you can add an Archeotech Hoard to your territory for free. The map has no further use.
3. **Vague and inaccurate.** The map is a vague and inaccurate copy but it does reveal some worthwhile information. When you fight a battle you may add or subtract 1 from the Scenario chart to decide which scenario is played.
4. **Worn and incomplete.** Though badly worn and incomplete the map is essentially accurate. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played.
5. **Ancient and faded.** Barely legible though it is the map is a genuine ancient relic. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played. In addition, the map reveals the location of ancient tunnels nearby. You can swap any one territory you currently have for Tunnels – you must do this immediately or never.
6. **Recent and accurate.** The map is recently made and accurate. When you fight a battle you may add or subtract 3 from the Scenario chart to decide which scenario is played.

The map is carried by the gang's leader and is lost if he is killed. Its cost is therefore included in the leader's value and gang rating in the normal way.



RESPIRATOR

Respirators are an essential item in the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic dust are everyday hazards. Respirators remove the worst of the pollution including most harmful substances.

SPECIAL RULES

Gas Test. A fighter wearing a respirator can re-roll a failed Toughness test against dangerous gases including Choke, Hallucinogen and Scare.

SCREAMERS

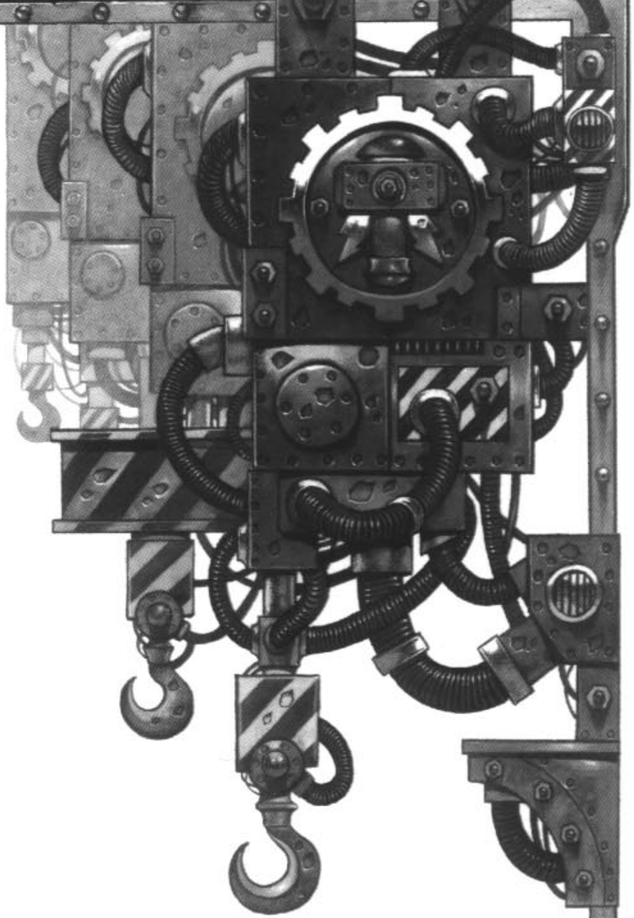
Screamers are small proximity alarms used to protect a gang's hideout. Individual screamers are tiny but the noise they make is horrendous. A gang will scatter dozens around the perimeter of its hideout in order to warn of approaching intruders.

SPECIAL RULES

Screamers can only be used for one game after which they are expended. The cost at the Trading Post buys enough screamers to last for one game.

If a gang owns screamers they can be deployed in the *Raid* and *Rescue* scenarios where the defenders are initially unaware of the intruders. If any intruder models move in their movement phase then roll a D6 (only one roll is made regardless of how many intruders move). On a roll of a 6 one of the intruders steps on a screamer and sets off the alarm.

Screamers are not carried by any particular model and their value is not included in the gang rating.



STUMMERS

Stummers look like screamers (see above). They are spread about by intruders as they move. Where screamers make a loud noise stummers stop noise dead. Once stummers are activated all sound within a few metres is momentarily muffled and even loud noises are barely audible.

SPECIAL RULES

Stummers can only be used for one game after which they are expended. The price at the Trading Post buys enough stummers to last for one game.

If a gang has stummers they can be used in the *Raid* and *Rescue* scenarios where the defenders are initially unaware of the intruders. If the intruding gang has stummers then reduce all chances of setting off the alarm by -1. Stummers also nullify screamers completely.

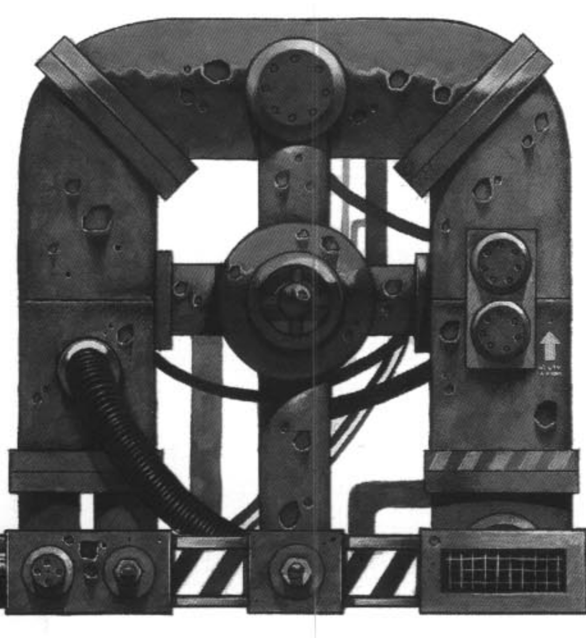
Stummers are not carried by any particular model and their value is not included in the gang rating.

WEAPON RELOADS

When a fighter carries a weapon such as an autogun or bolter, which fires a great many individual shells in a short burst, he is assumed to carry a number of extra magazines. It is simply assumed that these are expended during a fight, and are replenished afterwards as part of the gang's cost of living expenses.

However, a fighter can, if he wants, carry additional magazines, batteries, power packs and fuel over and above the normal amount. This extra ammo is carried in the form of **reloads**. Carrying extra ammo is expensive, and can be dangerous, but it goes some way to ensure you won't run out of firepower at the critical moment.

Although a reload is helpful it doesn't guarantee a fighter will pass an Ammo roll. The Ammo roll doesn't just represent the chance of running out of ammunition or carrying a defective magazine, it also represents the possibility of a gun jamming, overheating or proving defective.



SPECIAL RULES

Ammo Roll. If a fighter carries a reload for the weapon he is using then he can add +1 to his Ammo roll. This applies every game as it is assumed the fighter replenishes his reloads as part of the gang's standard expenses. In the case of a weapon with an Ammo roll of 2+, such as a lasgun, the first Ammo roll of a game is automatically passed, but further Ammo rolls must be taken as normal.

Risk of Injury. If a fighter carries extra ammo then there is a chance it will explode or leak if he is hit. To represent this, when a fighter who is carrying a reload is hit and injured, a roll of 5 or 6 on the Injuries table will take him out of action. This only applies when the fighter is hit, not to subsequent Injury rolls made in his recovery phase.

Availability. Weapon reloads are available for all weapons that have an Ammo roll of 6+ or better. Weapons which automatically fail any Ammo roll they are required to take cannot have reloads – for example grenades, grenade launchers and missile launchers. Reloads are specific to individual weapons; when a reload is bought the player must note down which weapon the reload is for on the gang's roster.

Note that reloads which are used during a game will be replaced before the next game as part of the gang's usual expenses.

NECROMUNDA™

CAMPAIGNS

INTRODUCTION

'Campaigns' provides more information about the planet Necromunda and its Underhive gangs. It also describes how your gang can participate in a series of related games called a campaign.

NECROMUNDA BACKGROUND

Necromunda is an inhospitable world of pollutant wastes and acidic clouds, the result of centuries of industrial endeavour. Its people live in huge, sealed cities called hives – constructions so tall that their higher levels rise into the upper reaches of the atmosphere, piercing the toxic clouds that cling to the surface of the planet.

The action of the Necromunda game takes place deep in the Underhive of the largest and most important of these hives, the mighty Hive Primus. This is the home of the planet's lord and ruler, Gerontius Helmawr, whose family controls the entire world. Only the deep, anarchic, and dangerous Underhive is beyond his influence. Here rival gangs vie for a slice of power and a chance to plunder the lost riches of ancient times.

NECROMUNDA CAMPAIGN

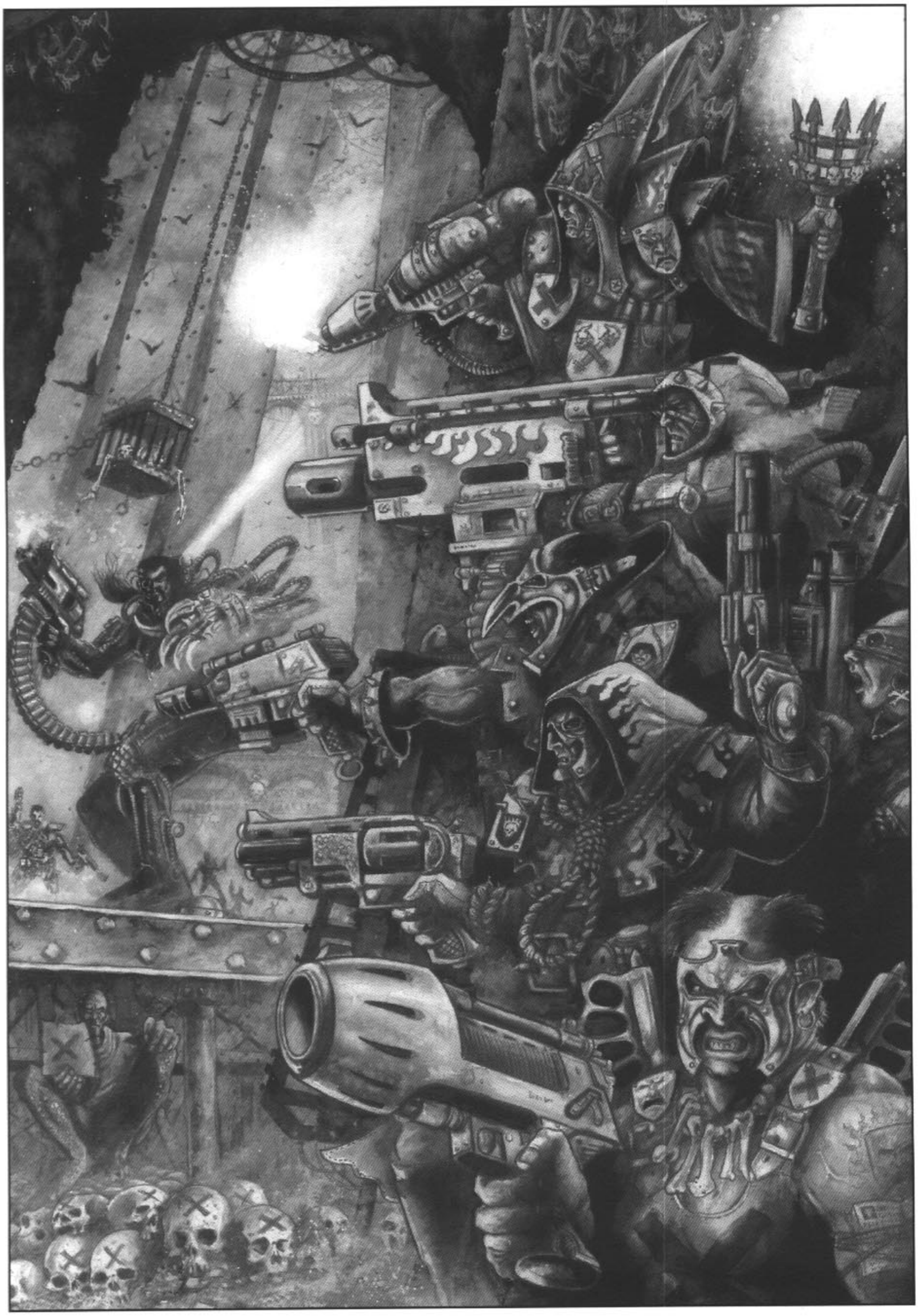
As well as describing Hive Primus and its many structural layers, societies and peoples, Campaigns explains how you can take part in a complete and detailed Necromunda campaign.

In a campaign, your gang doesn't fight single, unrelated encounters. Instead, the result of each battle determines what you can do next. Fighters killed in one battle won't be available to take part in the next conflict, whilst wounded fighters may suffer from disabilities in future encounters. Gangs must constantly recruit more fighters, buy new weapons, and earn money to pay for it all by capturing or discovering new territories in the Underhive.

READING 'CAMPAIGNS'

Campaigns is divided into several parts, including Background information and a detailed Campaign section. You do not need to learn or even read the contents of this book before playing Necromunda. In fact, it's far better to play a few games before starting a full scale campaign using the rules in this section. Campaigns is designed to take the game to a new and far more detailed level, so it's wise to make sure that you are familiar with the basic game rules first.

The final part of this combined volume, Outlanders, expands on the campaign rules and provides additional information for the Necromunda game. It covers different kinds of Necromundan peoples including the degenerate mutant Scavvies, fearsome Ratskin Renegades and fanatical Redemptionists. Special gang fighters are also detailed, including psychic mutants with awesome powers of destruction.



THE HIVES OF NECROMUNDA

The hives of Necromunda rise from the ash wastes like sheer mountain peaks. Spire upon spire, tower upon tower, the hives climb so far above the poisoned clouds they pierce the planet's atmosphere. To its millions of inhabitants each hive is a diverse and complete world as isolated from the surrounding ash wastes and adjoining hives as from deep space and the distant stars.

No-one knows how old the hives of Necromunda are. Their very size is testament to many thousands of years of growth, sprawling layer upon layer, climbing ever higher above the planet's polluted surface. The deepest and oldest layers now lie far underground, buried by the corrosive ash that piles around the hive's base. These parts of the hive were abandoned long ago, and now they are dark and dangerous places inhabited only by mutant things spawned by chemical pollutants, disease and madness.

Where the hive breaks the surface its broad base spans ten miles or more from edge to edge. From ground level the man-made mountain rises ever more steeply upwards. Weathered walls of adamantium climb through the phosphorescent layer of undercloud, a pall of acidic dust which clings to the surface of Necromunda like a shroud. The hive reaches skywards through ghostly shadow, until it eventually penetrates the cloud base and emerges into the hard light of the sun. At cloud-top level the hive walls stand almost five miles above the ash waste.

Above the dust layer the hive narrows into a single tall spike, a tower studded with a million lights. It stretches almost vertically above the sickly glowing cloud and reaches towards the stars. The spire is covered with armourplas blisters of many shapes and sizes. Domes on its surface shield carefully nurtured vegetation from the thin and arid air. Slim towers break from the outer shell, palaces of massive and elegant proportions yet barely significant in comparison to the hive. Cantilevered balconies hundreds of metres long jut out into open space forming the base for new construction sites. Broad circular landing platforms hang from the spire walls, and higher still gaping dark holes lead to spaceports inside the hive.

Such are the hives of Necromunda, from their dark roots to their glittering tips. Each hive is a complete, self-contained world as varied and complex as any planet in the vast Imperium. A man born in the middle-layer of a hive can live and die without seeing Necromunda's sky or setting foot upon the surface. He can labour in the guild factories or perhaps ply the trade of his family. In this way the vast majority devote their lives and their endeavours to creating the massive wealth of the world.

Not all men are content to serve in the timeless fashion: a small minority dream of better things. Some crave wealth, power, or simply to escape from bludgeoning poverty. Others seek to escape the restrictions of the guilds or the crippling social order of House and Hive. Whatever their reasons, there is no shortage of young adventurers willing to chance all for a taste of wealth, prestige and power.

HIVE PRIMUS

The most important hive on Necromunda is called Hive Primus or Hive One. Hive Primus is the largest and oldest hive. Within its walls there are thousands of structural cells or domes, often many miles across and hundreds of metres high. Such a space can be built up with constructions as varied as sumptuous palaces and sprawling industrial complexes. The hive is honeycombed with domes both small and large, each built upon the other, linked by tunnels and shafts carrying traffic, power and other vital services through the hive.

The hive is divided into vertically ordered zones. From its top to its subterranean depths these are: the Spire, Hive City, the Underhive and the Hive Bottom.

The Spire

The Spire extends upwards from cloud-top level, rising above the mass of the hive and piercing the planet's atmosphere. This is the domain of seven great clans called the Noble Houses. The Noble Houses are huge consortiums of galactic merchants and financiers whose leaders control the immense wealth of the planet. The most powerful of the Noble Houses is House Helmawr, also known as the Imperial or Ruling House. The leader of this House is Lord Gerontius Helmawr, Adeptus of the Imperium of Man, and Guardian of Necromunda in the Holy Name of the Undying Emperor. He rules not just Hive Primus but all of Necromunda.

The Spire contains broad airy spaces and splendours unimaginable to those who dwell in the darkness below. Its people enjoy the fruits of a civilisation that spans the galaxy. From spaceports sunk deep into the spire walls ships carry the products of Necromunda all over the Imperium. In return, the riches of the galaxy flow into the hive – exotic foods, sensuous slaves, exquisite artwork and rare materials from distant stars.

Hive City

Below the lowest level of the Spire is a layer of solid adamantium called the Wall which divides the towering upper hive from Hive City. Heavy gateways through the Wall enable carefully controlled passage between the two parts of the hive. Beneath the Wall lies the vast bulk of the working hive, the five-mile-deep Hive City that extends from cloud-top level to the ground.

Not all Underhivers are native born children of the warm dark domain beneath Hive City. Many come from the Hive City itself, green hivers looking for a new beginning, a clean start away from the oppressive demands of family patriarchs. The teeming Underhive takes them to its bosom, the dispossessed, the hopeful and the desperate, all are equally welcome in the great warm darkness.

It seems unimaginable that those who are rich and powerful might want to share that equality – the dream of hope that wipes the past clean and rises free from entanglement and responsibility. Yet there are such people, hivers from the spire who 'go to the Wall', as they say, who turn their backs upon their kin and choose to live in anonymity in the Underhive.

Helmawrs, Catallii, Tys, Ulantis, Greim, Ran Los, and Ko'Irons, citizens of the great noble houses of Hive Primus, all have reasons to stalk the Underhive. Men with strange accents and unfamiliar names, or no names at all. Men without a past. With an agenda of their own. Hiding. Searching. Questioning. Tasting the sweet fruits of danger denied to those who live in quiet splendour above the Wall. Who can really say what drives a man who quietly sips his Wild Snake in a dark corner, away from the traffic and the cares of the world?

Hive City is divided between six manufacturing empires known as Houses. Each House exists in its own part of the hive and governs its own affairs quite separately from the other Houses. The hivers, as the population is called, live in dark, cramped and polluted conditions, never seeing the sun from the day they are born to the day they die. The air they breathe is recycled from above and grows ever more bitter and poisonous as it filters downwards. Even the water is distilled from the discharge of the upper hive and their food is factory produced chemical nutrient, algae-based or spun from corpse starch. Conditions are crowded and insanitary, and, as the hive deepens, the darker and the less habitable the environment becomes.

Underhive

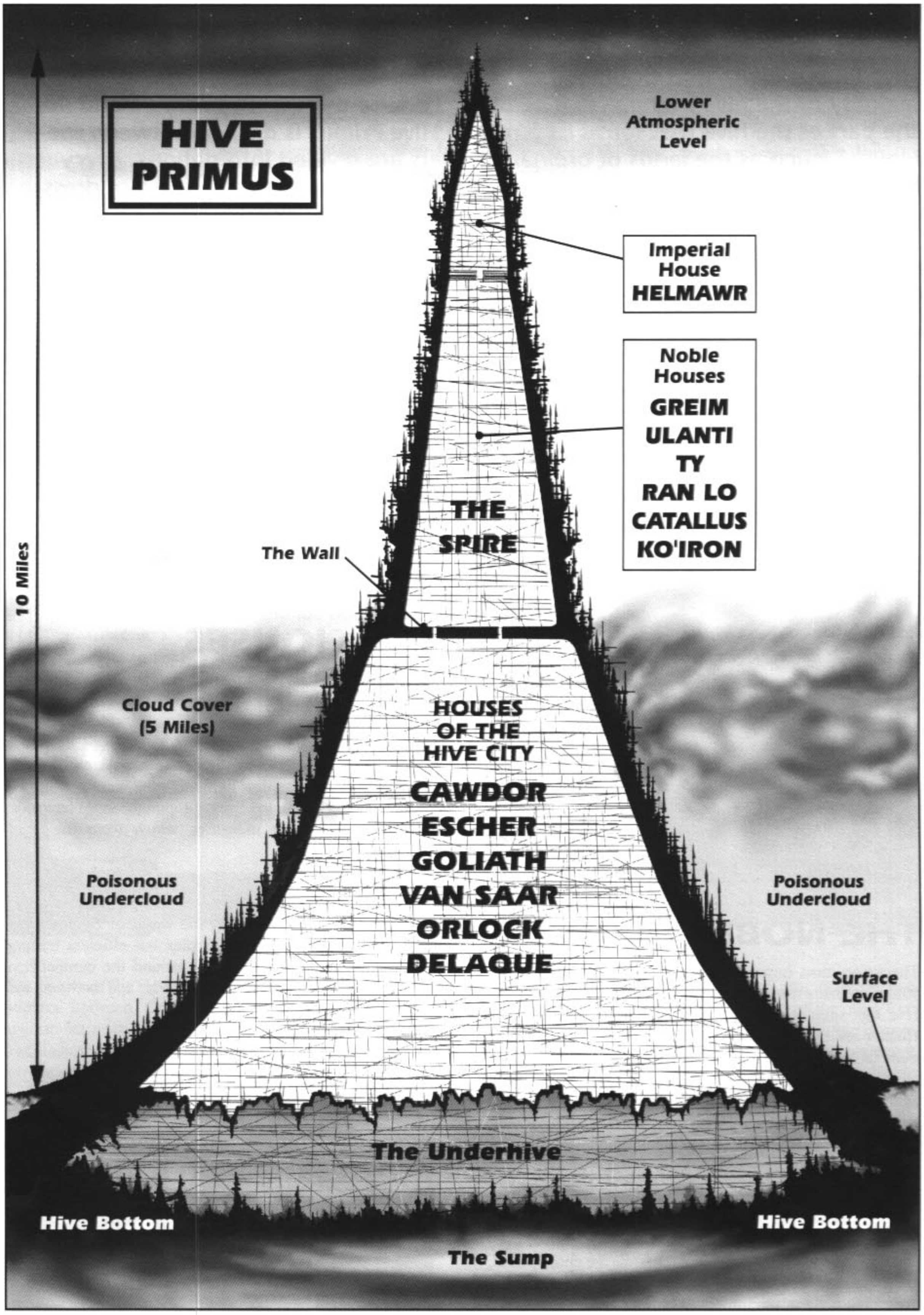
In the depths of the Hive City it is common for power or water to fail or access tunnels to collapse, creating unproductive toxic wastezones. The lower the region the worse is its air, power and access, and the more unstable its structure. As the hive deepens normal habitation becomes impossible, and this region is known as the Underhive. There is no formal barrier between Hive City and the Underhive because the border is constantly changing. Even as areas of Hive City are abandoned parts of the Underhive are resettled and rebuilt. As a consequence, the Underhive is an ever-changing frontier where people are constantly seeking new opportunities or fleeing from sudden catastrophe.

The Underhive is a frontier in more ways than one. Not only is it a barrier between Hive City and the unimaginable horrors of the Hive Bottom, it is also a region outside the formal law and order of the hive. The people of Hive City live carefully regulated lives. They are protected by the strict social codes of House and Hive, dominated by family patriarchs, and obliged to work in the guild factories. The sprawling Underhive is lawless and anarchic, and its stockaded settlements form the only havens of relative order. Even in these refuges, murder and violence are everyday facts of life. Gun law is the common law of the Underhive, and self-protection is the best and only reliable defence.

The Hive Bottom

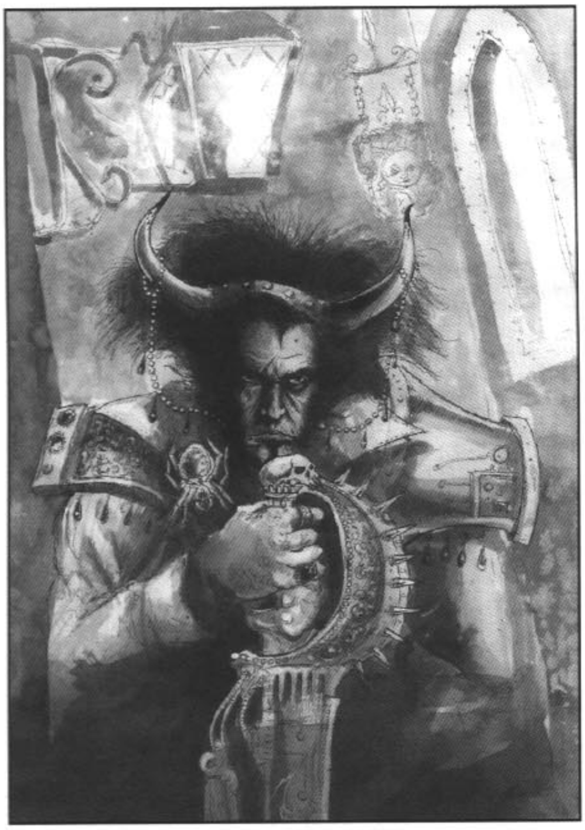
At the base of the hive, buildings become so structurally dangerous that the region takes on a different and even more inhospitable character. This is the final and deepest zone called the Hive Bottom. The Hive Bottom is so decayed and crumbling that the original domes and foundation piles have long since collapsed, forming a layer of almost solid rubble. Within the rubble are enclosed pockets linked by holes and tunnels worn by liquids leaking from above. These pollutants and effluents, the discharge fluid of the entire hive, form a vast lake of radioactive putridity called the Sump.

Nothing can live in the Hive Bottom other than the most monstrous mutants. Its denizens are the spawn of darkness and pollution. Some of these foul creatures find their way into the Underhive, or even into the lower parts of Hive City, but their natural domain is the darkness of the Hive Bottom.


HIVE PRIMUS
10 Miles
Lower Atmospheric Level
Imperial House HELMAWR
Noble Houses GREIM ULANTI TY RAN LO CATALLUS KO'IRON
THE SPIRE
The Wall
Cloud Cover (5 Miles)
HOUSES OF THE HIVE CITY
CAWDOR
ESCHER
GOLIATH
VAN SAAR
ORLOCK
DELAQUE
Poisonous Undercloud
Poisonous Undercloud
Surface Level
The Underhive
Hive Bottom
Hive Bottom
The Sump

THE HOUSES OF HIVE PRIMUS

Hive Primus alone is as populous as many large worlds in the Imperium. The majority of the hive's inhabitants belong to one of the thirteen Houses and live in the part of the hive that forms its territory. Hive Primus is divided between the Houses much as the lands of ordinary planets are divided into nations. Every House has its own cultural traditions, distinctive linguistic traits, codes of dress and behaviour, as well as unique concerns and aptitudes.



THE NOBLE HOUSES

The seven most important Houses are the Noble Houses whose domains extend throughout the Spire, the part of the hive that stretches above the cloud-top layer. The Noble Houses are the controllers of the hive's commerce. They trade far and wide throughout the Imperium as well as to the other hives on Necromunda. The Noble Houses compete against each other for wealth and political power, always seeking to further their own interests at the expense of their rivals. Intrigue and fear of assassination dominate the lives of their ruling families.

The most powerful Noble House is the Imperial or Ruling House of Helmawr. Its domain is the very top part of the Spire, the most desirable territory in the whole hive. Lord Helmawr, the leader of the House, controls the entire planet. He represents the mighty Adeptus Terra of Earth, the governing body of the Imperium of Man.

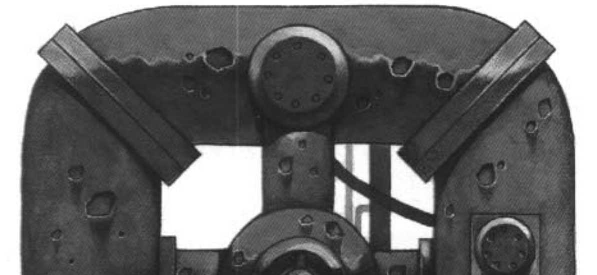
To the greater universe Lord Helmawr is Necromunda and the planet is his to rule as he pleases. The patriarchs and merchant families of the Noble Houses vie for his attention, and are eager to perform whatever favours are necessary to secure landing and shipping rights, trade licences and tax concessions. Even whilst they curry Lord Helmawr's favour the Noble Houses scheme behind his back, hoping that one day House Helmawr will be brought low and a new Imperial House will inherit its domain.

The seven Noble Houses of Necromunda are House Helmawr, House Catallus, House Ty, House Ulanti, House Greim, House Ran Lo and House Ko'Iron. These Houses play no direct part in the fighting and exploration of the Underhive which is the chief concern of Campaigns, but their existence is important.

THE HOUSES

Below the adamantium barrier known as the Wall are the domains of the six Houses of Necromunda. These ordinary Houses lack the privileges and status of the Noble Houses. Their people are confined to the cramped Hive City where conditions are squalid and dirty. The hivers, as they are called, are used to the dim light and rank air. Knowing no better, most live contented lives of toil in the guild factories, workshops, and other industries which form the chief business of the hive.

The Houses are manufacturers of goods of all kinds, from foodstuffs to armaments. These products are traded with the Noble Houses and in this way the wares of Necromunda reach the wide universe. A complex but efficient trading relationship has grown up based around the competition between the Houses to produce goods, and between the Noble Houses to buy them.



In the time of Marius Helmawr, more than three hundred and fifty years before the birth of Gerontius, a stranger appeared in the Underhive settlement of Glory Hole. His pale, hairless skin and thin, whispering voice marked him at once as from House Delaque.

The stranger, who gave his name as Avris, spent freely in the drinking dens and trading post, always pressing his companions for tales of the local gangs. At first people were suspicious of the wealthy stranger, but soon they became used to seeing him about, and he was accepted as just another loner passing through.

One day, some weeks after Avris' arrival, Glory Hole was visited by the Karg gang.

The news passed from hole to hole: 'Karg's in town! His men are down by Rylan's trade post and Karg is heading for Hagen's place.'

Dogbit Karg was the toughest gang leader out of Glory Hole. His gang was known and feared from Two Tunnels to Dust Falls. Now he had returned after spending almost a year downhive. The word was that two of the gang were dead: the tall youngster called Gund and old Ironhead, Karg's right hand man.

In Hagen's Hole, as Hagen called his bar and hang-out, Avris and Karg talked. Hagen, a good friend to the old gang leader, poured more drinks and left the bottle on the table. The hole had cleared when Karg walked in, a nod and a quick word had seen to that, scattering nearly a hundred souls into the street. A few displaced men, too curious for their own good, hung round outside or found unexpected business in the workshop across the road.

For an hour or more the two men talked and drank. At last, Karg stood up calling for Hagen and another bottle of Wild Snake. Taking the bottle with him Karg left the drinking hole heading towards Rylan's trade post. Hagen, who had opened his doors for Karg, now found himself surrounded by a small crowd. When he turned back the man called Avris was gone leaving his glass untouched on the table.

The next morning the Karg gang left Glory Hole heading out towards the White Waste. Avris was nowhere to be found, though no-one saw him leave and none of the gate guard recalled letting him past.

Weeks passed without news of Karg. Other gangs came and went. Outlaws raided Ollough's water still and killed Lough, his youngest son. Hagen blamed Ratskin renegades and promised a bottle of Second Best for every scalp brought in. Soon he had a dozen scalps nailed over his bar counter. On the whole things were quiet.

It was a small-time Guilder called Mylo who brought the news of Lord Marius Helmawr's death. Apparently, two of old Helmawr's sons had been killed too, though no-one was sure when or how this had happened. Marius' young brother Tiberius was the new Lord Helmawr. Some were saying Helmawr's third son Caetrus had fled downhive with his family, and Tiberius was sending Bounty Hunters after him.

But that wasn't the news that shook Glory Hole. Helmawr hadn't died in his bed as might be expected. Nor had he fallen to sickness, poison or spellcraft, though these are all common enough causes of death in the Imperial family. Somehow, an assassin had got past the traps and guardian power fields, through the adamantine doors with their psychic locks, and into the inner sanctum. Helmawr had fought like a daemon. Only after a fierce fight did he fall to the ground, his powerful hands clasped around the throat of his killer in a mutual embrace of death.

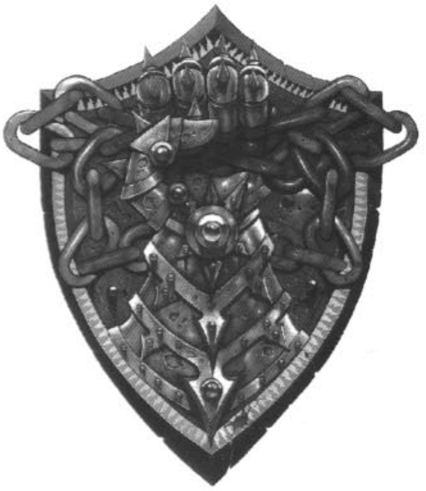
That, so they say, is how they found Marius Helmawr and Dogbit Karg.

The people of the six Houses do not normally mix, and the borders between their domains are carefully guarded against intruders. Each House is proud of its unique traditions and disdainful of its rivals' way of life. Where the territories of two Houses border each other it is common to find an interposing dead zone or area of fortifications.

Prolonged warfare between Houses is rare, but not unknown. Violence can be triggered by anything from accidental trespass to deliberate invasion. The most common cause of animosity is contract fighting. This happens when a House tries to destroy vital factories in a neighbour's domain in order to make it impossible for them to fulfil a contract. Should this happen the neighbour will incur heavy penalties and may lose a lucrative contract to a rival House.

Open hostility is rare. For one thing, war between two Houses would simply further the interests of the other four and do neither antagonist any good. Also, the Noble Houses strongly disapprove of destructive conflict because it damages trade and hinders the movement of goods. Noble Houses may threaten to take their business elsewhere rather than tolerate a hive war. Consequently Hive City is mostly peaceful and industrious, and the majority of its people are happy to toil for their House and reap the meagre rewards on offer.

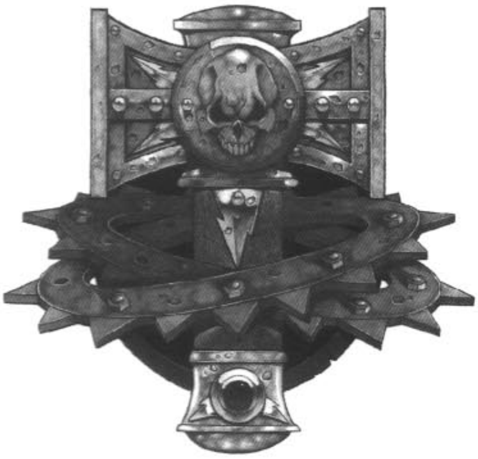
The six Houses are House Cawdor, House Escher, House Goliath, House Van Saar, House Orlock and House Delaque. As the role and attitudes of these Houses is fundamental to the downhive fighting which is the subject of this book, we'll describe them in a little more detail.



ORLOCK

House Orlock is known as the House of Iron because its foundations lie upon deep ferrous slag pits. The hivers mine these pits for the debris of ancient times and extract enough pure metal from the refuse to serve their industries. Over the centuries extensive mining of the slag has caused some lower domes to collapse. In the past this led to hivequakes and the destruction of several overlying domes.

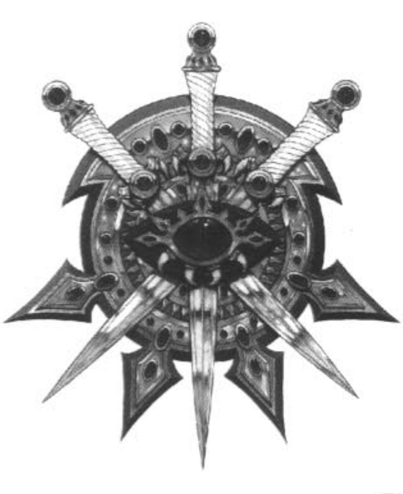
For many centuries the House has fulfilled the Ulanti Contract, a lucrative deal by which one House supplies the core requirements of the Ulanti Noble House. Previously the contract was supplied by House Delaque, but the Orlocks usurped the position by bribing Underhive gang raiders to destroy fuel lines into a Delaque guild factory. Since then the two Houses have taken every opportunity to discredit each other. Five years ago Lord Hagen Orlock was assassinated by the Delaques, and relations between the Houses have never been so tense.



GOLIATH

The domain of House Goliath is situated unfavourably within Hive City and occupies some of the deepest and harshest areas. Their extensive heavy industries contribute further to the pollution and heat, so that their territory is often filled with toxic smog and dark fumes. By way of compensation the Goliaths are tough and persistent by inclination. They consider the hivers of other Houses to be soft and slack. In truth all hivers are naturally robust, being inured to the toxins and deprivations which they accept unquestioningly as part of normal life. The Goliaths, however, take a stubborn pride in their ability to endure hardship.

The other Houses see the Goliaths as barbaric, unsophisticated and unpredictable. Goliath institutions such as the fighting pits and the Feast of the Fallen do nothing to dispel the impression of a violent people inimical to their neighbours. Size and strength are seen as the measure of a man. Their style of dress emphasises a preoccupation with physique, featuring weighty chains and massive spiked metal bracers.



ESCHER

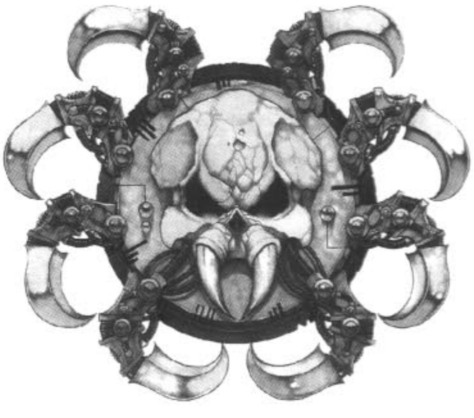
House Escher is perhaps the most strikingly different of all the Houses of Necromunda. Like all the Houses it is controlled by a ruling family, and its political life and institutions are dominated by close relatives or families in service. However, unlike the other Houses which have reasonably balanced populations, that of the Escher is made up almost entirely of women. The few males are shrivelled and imbecilic, perhaps as the result of a genetic flaw within the House bloodline. Whatever the reason, they play no part in the normal affairs of the Escher.

Escher society has long since developed to cope with its uniquely imbalanced population so that it is no longer perceived as a disadvantage. The Escher have a reputation for arrogance and are said to look down upon and pity all males. They are particularly dismissive of the Goliaths as simple and brutish. The two Houses are old enemies and skirmishes along their borders are common.

VAN SAAR

House Van Saar is renowned for the quality of its technical products. Its technology is no more advanced than that of anyone else, progress being almost non-existent throughout the Imperium, but the House's manufacturing processes are precise and its finished materials are of the highest quality. The Noble Houses pay a premium for Van Saar goods, and as a result the House is probably the most wealthy in Hive City.

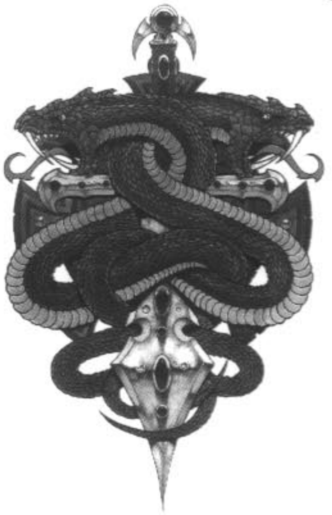
The Van Saar are reputed to be a serious minded and humourless people, with a deeply ingrained sense of order. Like all the Houses of Hive City they have a style of dress which marks them out. In the case of the Van Saar this takes the form of a tight-fitting body suit designed to protect and sustain the wearer in the hive environment. Semi-permeable membranes in the suit reduce the loss of body moisture whilst various spots on the material change colour to warn the wearer of airborne toxins and reduced oxygen levels.



DELAQUE

House Delaque benefits from a special understanding with the Imperial House of Helmawr, providing not just materials but also information to the rulers of Necromunda. Delaque spies are said to operate throughout the hive, observing the activities of the other Houses. It is rumoured that some of the ruling family members of the Houses, and even some Noble Houses, are in the pay of the Delaque.

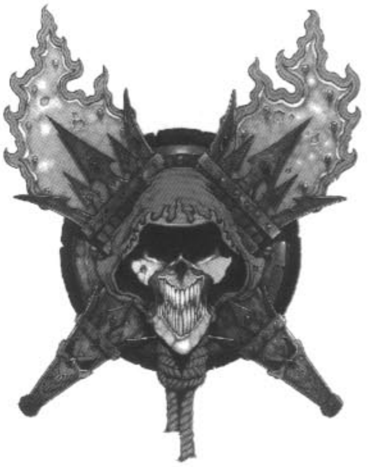
Other Houses are justifiably suspicious of House Delaque. Their appearance does little to contradict an age-old reputation for double-dealing and espionage. Delaque traditionally wear long coats with internal pockets in which they can easily conceal weapons and other large items. Most are very pale and bald headed. Their whispering voices are thin and eerie. Many wear dark visors or implanted filter screens to protect their sensitive eyes – an intolerance of light being a common Delaque weakness. Although the entire hive is dim by normal standards, the territory of House Delaque is particularly dark and shadowy as befits a people whose motives and methods are shrouded in mystery.



CAWDOR

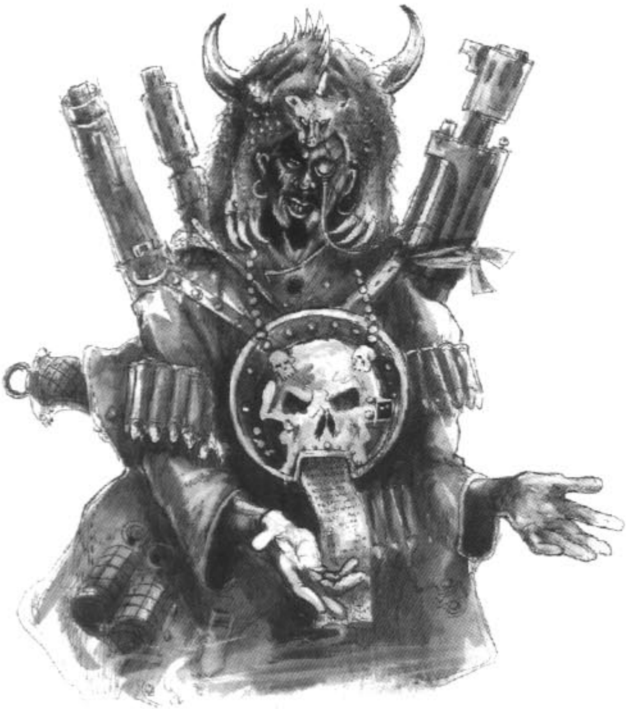
House Cawdor is the stronghold of the Cult of the Redemption whose prophets foretell of universal destruction. Although the cult has its adherents throughout the hive, in House Cawdor it has attained the status of an official religion. For this reason the House is also known as the House of Redemption.

The Cawdor attitude to the other Houses is strongly coloured by their beliefs. Amongst other things this forbids them to show their faces in public, so Cawdor can be recognised by their elaborate masks. The designs of their masks are often quite bizarre or disturbing. The Redemption demands a strict code of conduct, and those who break the rules are driven away and become outcasts. Hivers who do not follow the Redemption are worthless infidels. Needless to say, the relationship between House Cawdor and the other Houses is strained. It is often supposed that the Cawdor actively support Redemptionist outlaws in the other Houses.



THE MERCHANT GUILD

Hive Primus alone is richer and more productive than most planets in the Imperium. The hive is a manufacturing powerhouse, and Lord Helmawr controls the financial resources of the whole of Necromunda. Goods move constantly through the hive. Imports and some raw material go downwards, other raw materials come upwards from the Underhive, and manufactured goods travel up into the Spire and off planet. The Merchant Guild controls all traffic between the Houses, and consequently is as populous, wealthy, and as important as any of the Noble Houses themselves.



The families which comprise the Merchant Guild are called Guilders. Guilders are a closely bound people, intensely loyal to their own kind and insular in tradition. They are secretive about many aspects of their dealings and way of life. To other hivers their style of dress and habits are strange and incomprehensible. Amongst themselves they speak a secret language quite unlike the common tongue of the hive.

The Guilders have no territory in the hive. They live wherever their business takes them, sometimes basing themselves in the domain of a single House, but more often wandering from one place to another. The strict laws of Hive and House protect itinerant Guilders, their safety is guaranteed by the House itself. The same laws that protect Guilders also forbid them from owning property in the Hive City or the Spire, so warehouses, trading posts, and accommodation are all provided by the House.

Not all Guilders are equally wealthy or important. The more prosperous families live in the Spire and control trading empires which shift vast cargoes between Hive City and the Noble Houses. At the other end of the spectrum are the lone speculators who trade in the Underhive, ever hopeful of discovering some new lode of iron slag or a hoard of archeotech. These adventurous individuals are often encountered deep in the hive, either on their own or accompanied by hired guides and protectors. In the Badzones, Guilders often hire gang fighters to protect them from outlaws and mutants.

Guilders provide Underhivers with the only secure way of storing large quantities of money. This they do by keeping money secure as Guild credit, a form of deposit account that all Guilders will honour. If a Guilder should die, his debts, accounts and other business arrangements pass to his successor.

Guilders also supply Underhivers with their physical currency in the form of Guild bonds and Guild tokens. Bonds are large denominations, oblong chips of ceramite bearing an indelible imprint of value. Smaller token chips are carried as loose change and are used within the settlements as everyday currency. These Guild tokens are often simply referred to as *credits*.

Guilders wear a distinctive merchant badge of credit suspended upon a heavy chain. The more wealthy a Guilder, the bigger and more ornamental his badge. This serves as a sign of office and identifies the Guilder when he passes through House checkpoints. The merchant badge is also a device, a tool of his trade, imprinted with access codes to his central autoledgers and credit rating. The badge guarantees the Guilder's trading arrangements on behalf of the Merchant Guild, and is used as a seal, both electronically and physically.

Some time ago, the most famous pit fighter in all of the Underhive was Bull Gorg. Bull Gorg was the strongest and most massive fighter of all. His girth and weight were so great that a hoist was used to lift him in and out of the fighting pits. In all his fights he was never defeated, not even when pitted against savage mutants or teams of hardened criminals.

Bull Gorg's master was a hunchback Guilder called Anano. This man had a whole string of pit fighters and made his living by staging spectacular contests between his fighters and any who dared to challenge him. Anano grew very rich on the profits reaped from the pit.

Despite the enormous wealth earned by Bull Gorg and the other pit fighters, Anano remained a twisted, mean-spirited and miserly master. He spent as little as possible on his stable, and kept his slaves in the most sorry conditions. Bull Gorg was the only slave he made any effort to look after, keeping the giant contented with promises of freedom which he never meant to honour.

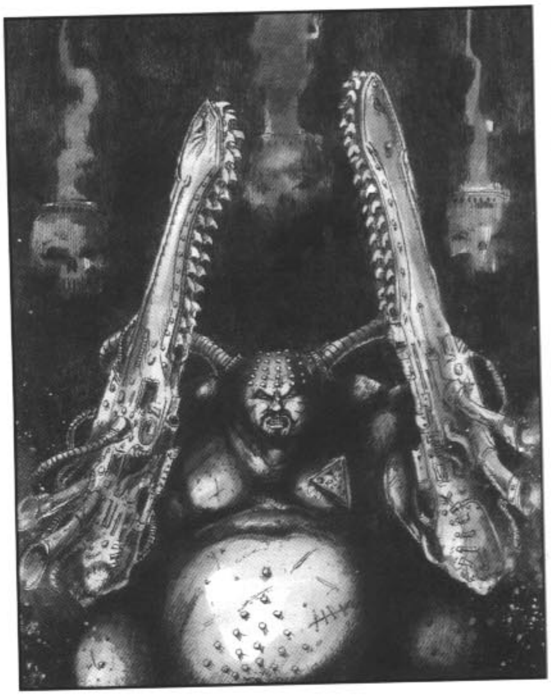
One day, another slave of Anano, a she-fighter called Hort, was badly hurt in a contest against a captive mutant, a scaled lizardman from the downhive. Although Hort beat the monster and won Anano his purse, the Guilder refused to send for a surgeon to attend to her wounds. The she-fighter sickened, and after three days died, though all swore her injuries were not fatal. Some suspected that Anano had deliberately let his slave die, if not out of meanness then out of some petty spite, for it was common knowledge that Hort had mocked him for his crooked back and twisted face.

This incident is said to have triggered Bull Gorg's Revolt, the greatest slave uprising the Underhive has ever known. With the help of an enslaved techno called Whuss, the rebels freed hundreds of their brethren. The slaves marched upon the trading post of Dust Falls, looting and burning the out-holes on their approach. They set fire to the settlement and drove its people into the wastes where many were attacked and killed by mutants and outlaws.

From the ruins of Dust Falls the slave army headed towards Dead End Pass where Bull Gorg led a determined attack upon the settlement's huge walls. Bull Gorg reasoned that with control of Dead End Pass he would possess a fortress that could resist the strongest forces the Guilders could muster. The people of Dead End Pass put up a stiff fight, but the slaves were too tough and relentless for them. Bull Gorg led his pit fighters into the settlement and captured the trading post.

The slaves ran Dead End Pass for many months. Its people became accustomed to their new rulers, and even the Guilders were forced to come and do business there. Now he had control of the fortified settlement Bull Gorg levied tolls on all traffic between Dead End and the rest of the hive. Inside Dead End Pass slavery was abolished. Slave trains passing through were freed. The Guilders were obliged to hire free men to carry their wares into and out of Dead End.

Things might have continued this way indefinitely. Bull Gorg ran the settlement humanely and wisely. He used the tolls to improve the lot of the settlement's poorer citizens, digging new and better holes, building new water stills, and strengthening the town's defences. But the Guilders would never tolerate the situation for long. They hated the pit fighter for defying them and for the devastation of their property at Dust Falls.



It was treachery that opened the gates of Dead End Pass while the settlement slept. It was no ordinary army that the Guilders launched upon their foe, but a horde of criminals and outlaw gangs recruited from all over the Underhive: mercenaries and cut-throats paid with Guilder money and armed with Guilder guns. The army ran amok in the streets, looting and killing indiscriminately, burning and destroying as it pleased them. The streets of Dead End Pass ran red with blood. Bull Gorg's men made a last stand around the trading post, but it was too late for anything but a token resistance.

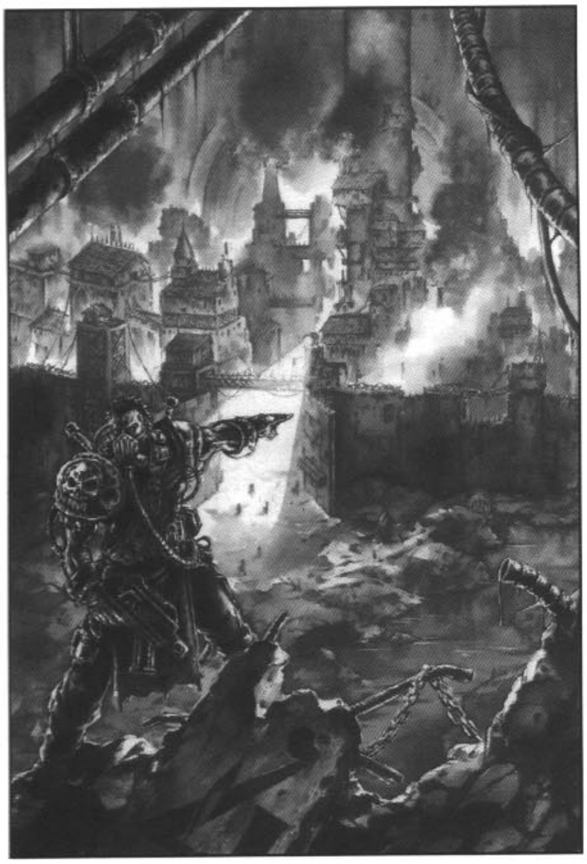
When the killing was over and the survivors struggled back to their homes, many wept to find their families murdered or maimed. Few people of Dead End Pass were left to thank their liberators, nor were there many to compare the brutality of the Guilder army with the benign reign of Bull Gorg. Those former slaves who still lived were executed without exception. The slave army was destroyed and a great display of severed heads was made upon the battlements of Dead End Pass. Rows of stakes were erected on all the waste roads, bearing gruesome trophies so that all who approached could consider the rebels' fate.

Bull Gorg was taken prisoner. He was hauled out of the settlement he had once ruled, past the rows of severed heads, on a journey that would take him to all the major settlements of the Underhive. For a month he was paraded round, chained and muzzled, goaded with power mauls, and fed upon the slops of the Guilders' dogs. Finally he was taken into the trading post of Dust Falls and executed like a common criminal. His head was stuck upon the gate as a dire warning to all who dared challenge the power of the Merchant Guild.

But still the Guilders could not lay Bull Gorg's ghost to rest, nor erase forever the memory of his life, nor dispel the dream of freedom that he had awakened. To those who toil in the yokes of the slave trains, to Guild slaves and house slaves, and most of all to the pit-fighters, Bull Gorg is still the hero who humbled the Merchant Guild and proved it could be beaten.

THE UNDERHIVE

The Underhive lies beneath Hive City and beyond the laws of House and Hive. Its depth varies from a few hundred metres to almost a mile and its extent is neither constant nor strictly delineated. The crumbling margins of Hive City simply melt into the upper zones of the Underhive. It is a no-man's land: the Badzones... Downhive. Here a man can make a new beginning or come to a sudden end. Everyone knows there are fortunes to be won in the depths for those willing to take the chance.



The Underhive is where gang fighters pit themselves against each other. This is the place of battle, and as such it is the part of the hive that we are most interested in.

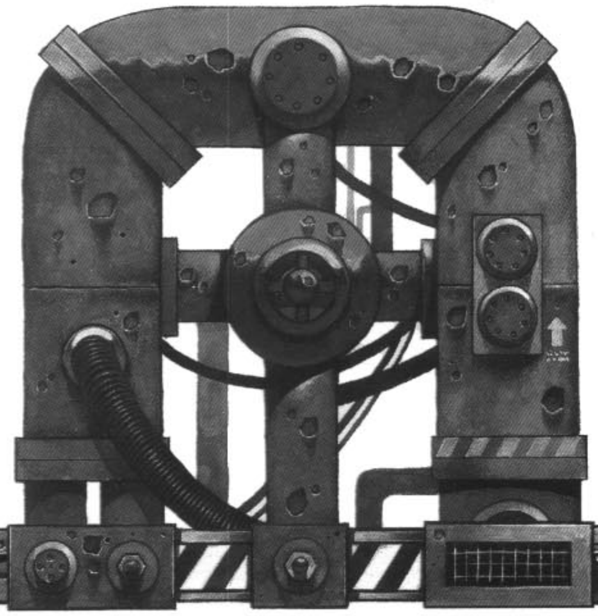
STRUCTURE

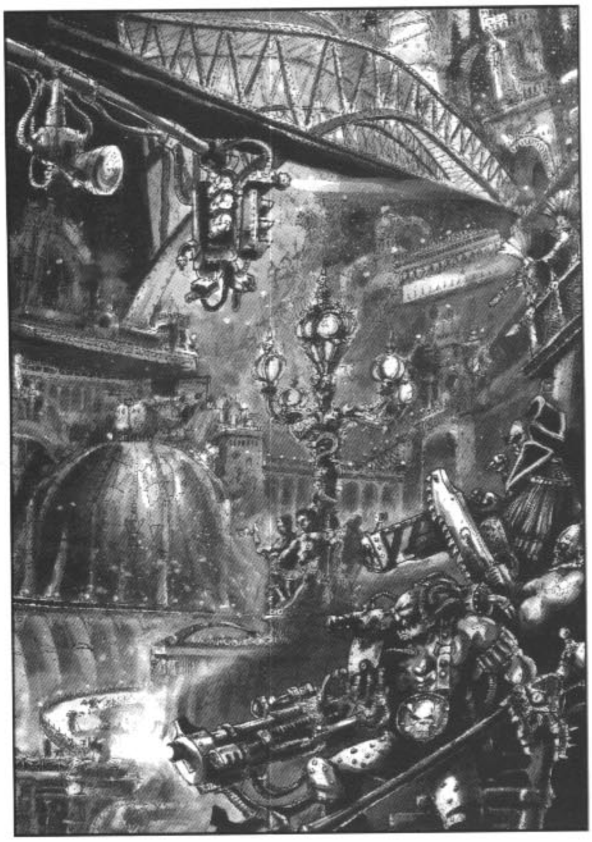
The physical structure of the Underhive is the same as the rest of the hive. The hive probably began as a single hab-dome of plascrete or some other highly durable material. Over the years, more domes were added together with broad tunnels and shafts to connect them. Eventually, new domes were built on top of the old, and further domes were raised on top of these, producing a honeycomb of large enclosed spaces. The thick walls and foundations of these man-made caverns give the hive its structural integrity. A dome provides a broad open space which is further divided into zones of factories, houses, commercial buildings and a myriad other structures. Each dome sits upon a deep foundation layer which incorporates a sub-level maze of power lines and supply pipes. Larger domes also have tall reinforcing pillars which support the roof. The geography of the hive is therefore one of a series of interconnected domes or caverns linked by major tunnelways or shafts, and divided internally into built-up areas.

BADZONES

It is with good reason that the hivers often refer to the Underhive as the Badzones. Hive City is dark, polluted and decaying, but the Underhive is a hundred times worse. Its domed caverns are dark and ruinous. Collapsed floors and fallen buildings have reduced many areas to wastezones of rubble and debris. Poisonous effluvia, toxic dust and the filth of the hive seep downwards and bury everything in a thick layer of detritus.

The Underhive has a geography all of its own. Amongst the tangle of ruins there are isolated pockets which can be made habitable with a little effort. In places the rubble conceals remnants of previous occupation – machinery or artefacts which can be reclaimed or traded. Scattered across the Underhive are outcrops of naturally formed ores or ancient refuse which can yield rare and valuable minerals. Entire





and nutritious slime. Over the years order can be restored and eventually an area may even be reclaimed for Hive City.

Underhive communities tend to be small affairs, a few simple holes and dens rather than entire towns. There are also some fair sized and well established settlements such as Glory Hole, Slag Town, Dust Falls and Dead End Pass.

All the larger downhive settlements are protected by tall stockades which the inhabitants build out of the surrounding debris. Shelters and other buildings are converted from the ruins and materials scavenged from the refuse. It is possible for a family to survive by cultivating edible fungi, algae, slime or the parasitic lichen that grows upon them. In some places settlers raise animals native to the Badzones such as rats, blood beetles, giant slugs, blind snakes and mutant dogs.

The bigger settlements have a kind of order, albeit utterly unlike the strict social codes of Hive City. There are places to trade, small workshops where equipment can be made or repaired, and people offering services to travellers. A bed for the night, a room, an annual bath, or just food and drink; all can be readily bought or bartered. The most valuable commodity of all is often information. News of ore strikes and tunnel openings are typical of the rumours that can make a man rich if he's quick enough.

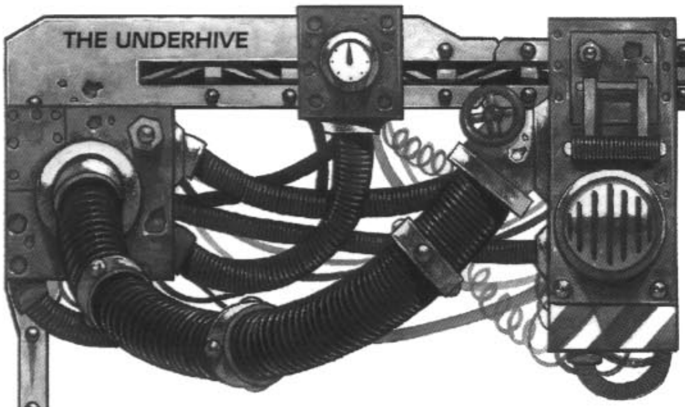
regions remain unexplored, and much of the hive is unreachable because of blocked and flooded tunnels. There are plenty of domes which are simply wastezones, neither habitable nor containing anything of obvious worth.

Tunnels and vertical shafts link the domed chambers together. The tunnel structures are weaker than the domes they serve, so they are often destroyed or partially blocked even if the dome itself is intact. Sometimes a narrow crawlhole through the debris may allow a man to squeeze through, but narrow tunnels are dangerous and often lead nowhere or end in flooded sumps or sudden drops. The whole of the Underhive is a complex maze in which it is only too easy to become disorientated and lost.

SETTLERS

Despite the appalling conditions there is no shortage of people who seek to make their home in the Underhive. The discontented, the poor, the disinherited and outcasts naturally gravitate downhive, away from the power of the Guild factories and family patriarchs. These refugees from Hive City are sometimes called 'green hivers' by established downsiders.

The Badzones are a place of opportunity for impoverished but peaceable hivers who are unable or unwilling to endure the life of Hive City. With hard work tunnels can be opened up, generators and air pumps can be installed, effluent flows can be diverted and water stills erected. Slurry pits and hive dust can be coaxed to yield crops of algae, mutant fungus



GUILDER TRADERS

Most settlements have trading posts where Guilders can sell their wares, or buy things that have been found, made or stolen in the Underhive. Sometimes they hire fighters to protect themselves or their cargoes. The Guilders' heavily guarded slave trains carry goods within the Underhive and between the Underhive and Hive City.

In larger communities it is the Guilders that really run things. Anyone who tried to cheat or harm a Guilder would soon meet with rough justice. Guilders are notoriously protective of their own kind, and will hunt down anyone who kills or robs from them. Nonetheless, the Guilders are not immune from attack and their cargoes are a favourite target for outlaw gangs.

Poorer Guilders sometimes strike out alone, chasing rumours of ore strikes or finds of archeotech. For every lone explorer that makes his way back to Dust Falls, likely as not mad-eyed with his clothes in tatters and babbling of untold riches, a hundred are never seen again. The Underhive swallows them up.

Death stalked the labyrinthine tunnels of Down Town. The settlement's inhabitants waited for the discovery of the next murder. Entire holes had been wiped out in the atrocities, Guilders and respected gang leaders amongst them. The assassin was unknown. The only clues to his identity were the small white mnemonic cards left upon each corpse. The cards displayed a manic death's head which cackled and winked knowingly to the touch.

As the death toll rose so did unrest in the settlement. Neighbours turned upon neighbours and everywhere there was an air of distrust. Wild juves roamed the empty tunnels, breaking into holes to steal, or simply to hide from the dark. The Guilders doubled the Watchmen's rate, but there were few volunteers prepared to walk the streets at night.

Lothar Hex, the Widowmaker, his head tilted at a slight angle, listened intently to the voices below. He had reached a dark void above his target, an empty conduit above the hideout of Gideon Drexlar.

Looking down into the room, Lothar's cold eyes focused upon the slumped figure of Down Town's most feared gang leader. Empty bottles of Wild Snake littered the table and the floor around. From his jacket Lothar took a long flexible periscope which he pushed carefully into the ceiling grille. Rotating the device he counted four guards. Satisfied that these were the room's only occupants he retrieved the scope and slowly began to remove the magno-bolts from the grille cover.

The grille tumbled to the floor with a clatter and Lothar Hex dropped into the room, boltguns blazing. Two guards exploded before the assassin's feet had even touched the floor, their torn bodies tossed across the room like rag dolls.

The remaining guards fumbled for their weapons, firing wildly at the shadow-like figure as it sprang upon them. One collapsed in wide-eyed terror as Lothar's dagger found his throat, the last was slammed against the wall, his body jerking like a puppet as a dozen bolt shells exploded within his chest.

Lothar Hex walked towards Drexlar, his smoking guns held carelessly by his side. The gang leader glared in drunken astonishment, too numb with terror to move from his chair. The sight that met his eyes was more horrific than anything he had seen in a lifetime of Underhive fighting. The assassin's face seemed to blur and shift. Flesh, bones and sinew liquefied and reshaped. The human face disappeared and the face that studied him so coldly was a mask of bestial evil.

'What are you?' gasped Drexlar, his voice shaking with terror.

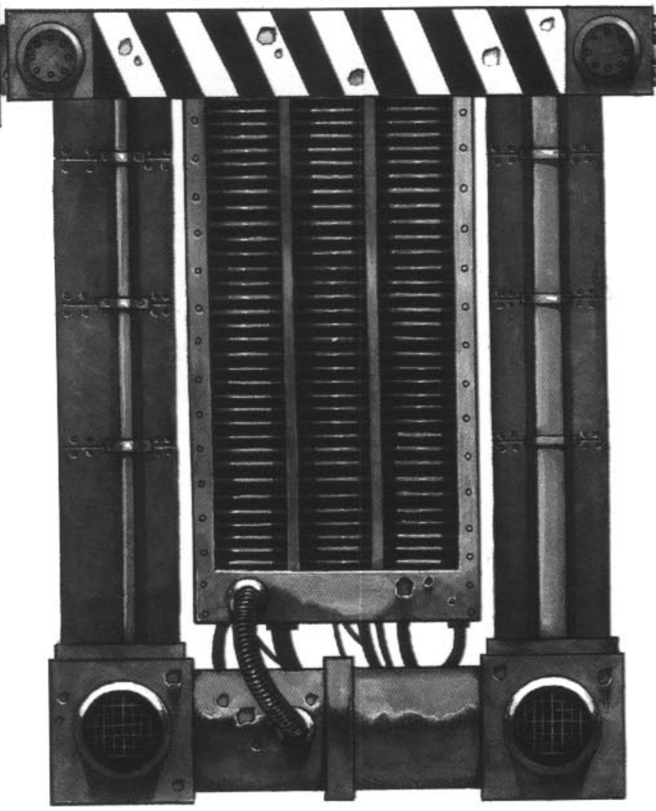
A grin played upon the inconstant features and the creature laughed maliciously.

'I am the darkness,' it replied. 'I am the darkness inside you all.'

A single bolt shot rang out and Drexlar span from his chair as the shell struck him square between the eyes. The force of the blast carried the body across the room where it struck the far wall and slithered to the floor. The explosive bolt had erupted inside the gang leader's head, smattering bits of bone and brain upon the wall.

The creature observed the scene of carnage. Its features were human once more. Lothar Hex took five mnemonic cards from his coat pocket and placed one upon each corpse. As his fingers touched them the death's heads upon the cards began to cackle and wink cheerfully.

When he had done the assassin took a cord from his coat and attached a small magno-hook to one end. He threw it upwards through the open grille and tugged the line to make sure the hook was fast. He looked around the room. His work was finished now, for Drexlar's had been the final name on Sliding Jak's list. Lothar Hex could return to his master now and report complete success.



ORES AND MINERALS

Some hivers come to the Badzones to make their fortune from the vast natural wealth of the Underhive. Pollutants transmute over the millennia, gradually losing their toxic properties and forming new stable compounds, including sparstone, adonite crystals, carnotite gems and dark nuggets of igneous adamantorite. These precious substances are found in the deeper parts of Underhive and the Hive Bottom. Rich deposits are very rare and searching for them amongst the poisonous wastes is hazardous.

Mineral ore deposits are more common. These often originate from liquid discharges from Hive City. Working their way downwards, ore-laden wastes reach open spaces and form stalagmites and stalactites of ferrous haematite or 'iron slag'. Some pollutant liquids filter through porous wastes which act as sieves, depositing solid ore in the form of a crust or pan. These substances are bulky and not tremendously valuable, but their exploitation is relatively easy.

Ore diggers work either on their own or in groups. They often build temporary shelters round the site of a strike, and may well have to defend their workings from marauding outlaw gangs.

HIVE FUNGUS

Further riches can be gleaned from the mutant fungoid life-forms which grow in the dark Underhive. The detritus of the downhive provides the ideal medium for fungi to grow in and, as a result, the Underhive supports a substantial ecology of parasites and mutant creatures. There are tens of thousands of varieties of fungi and moulds, some edible or otherwise useful, others highly toxic and downright dangerous.

Valuable fungi are much sought after. The slow growing pearl spore forms tiny lustrous pearls within its flesh; the colour and quality of individual stones depends upon which pollutants the fungus grows upon as well as its age. The most valuable of all is the Necromundan black pearl, a single large example of which is sufficient to keep a man in life-long luxury. Iron mould is not valuable in itself, but grows on rust piles and detritus saturated with sequestered iron and other metals. The mould extracts water and bound oxygen from the substrate leaving nodules of metal underneath.

Other fungi have medical or intoxicant properties. Examples include the dangerous but costly icrotic slime. The possession of living icrotic slime is one of the most serious crimes in the Spire, and its export from Necromunda is forbidden by Imperial decree. Spook is a relatively common but dangerous psychic stimulant formed from fungal spoor. More useful is the curative Stinger mould, which has powerful recuperative abilities as well as strong antibiotic properties.

ARCHEOTECH

Much of the Underhive is unexplored or inaccessible and amongst the ruins lie factories, machines, stockpiles of raw materials and stores of artefacts buried millennia ago. Sudden structural catastrophes are not uncommon in the lower parts of the hive, so it is easy to imagine how a

collapsed dome could be buried along with its inhabitants. Over time the dome will be forgotten, wastes leak in from above, and layers of hive dust pile on top of the ruins. All this can remain untouched for centuries, perhaps for millennia, until erosion or a hivequake opens up a small crawlhole into the ancient dome.

When a tunnel into a new area is discovered it becomes a magnet for fortune hunters. Any attempt at secrecy can only succeed for a short while, and soon the dome will be teeming with rivals. Inevitably there will be battles over the spoils, and the victors will carry away the choicest items for themselves.

Archeotech is the term given to ancient finds of technical artefacts. The richest source of archeotech is lost domes, but it is possible to find old machines at the bottom of any deep layer of hive debris. The value of an item depends very much on what it is. Old rusted machinery is only good for scrap and will have to be sold for the value of the metal it contains. Isotropic crystal fuel rods, on the other hand, remain good so long as they are unused, and can be traded for a good price.

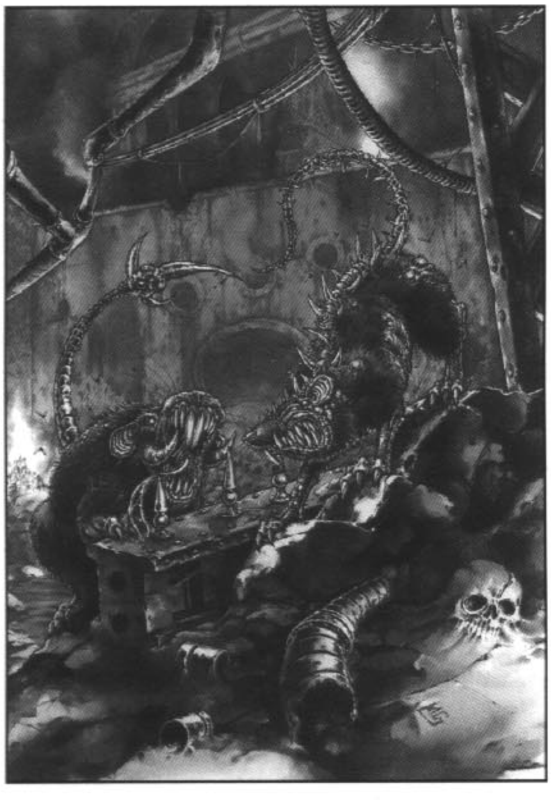
MUTANTS

The constantly recycled air, water and food of the hive have an inevitable effect on its inhabitants. Pollutants and toxins build up in the bio-system causing genetic instability and mutation. The effects of this are worse further down the hive where toxins are more concentrated. Because mutation is so common minor deformities are tolerated to a degree, even in the Spire and Hive City. However, conspicuous mutants are rooted out and destroyed according to the strict laws of House and Hive. Only those who flee downhive can hope to escape and start new lives, losing themselves amongst the ever-shifting population of the Underhive.

Underhive inhabitants are more tolerant of mutants than other hivers. So long as mutants keep a low profile, and are not obviously or grossly deformed, they can live peacefully even inside a big settlement. Underhivers are not inclined to ask questions or look too closely at their neighbours, and are more sympathetic to mutants in general.

Of course, not all are equally tolerant. House Cawdor especially are quick to turn upon mutants. Other fanatical

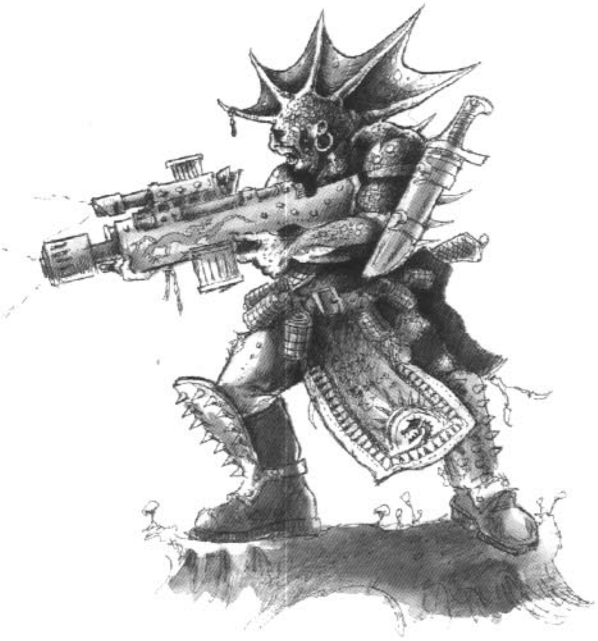
The depths of the Underhive give way to the collapsed and compacted ruins of the hive bottom, the hive's ancient foundation layer long since abandoned and forgotten by its inhabitants. This is a domain of stagnant darkness, where poisoned fumes rise from the putrid sump lake at the hive's bottom and choke the labyrinth of crude crawlholes and ruinous caverns. Here in the darkness dwell things spawned in the toxic waste of millennia, creatures that hide from even the pallid lights of the Underhive.



Sometimes they crawl from their holes, slithering up from the blackness, driven by their hunger, perhaps, for human flesh and blood. They can be glimpsed from the watch-towers of Down Town, moving through the spoil heaps as they hunt the mutant rats that feed upon the refuse there. Their eyes can be seen glimmering amongst the ruins as they study the progress of a slave train, watching for stragglers and wounded. Throughout the Underhive they can be heard howling and snarling in the dark hours of lights-out, always close by yet always unseen, a sound to haunt the sleep of men.

Occasionally a hunter or an ore prospector might bring in a pelt of some strange bestial thing. Some of them are men, or were, with scabrous rotting skin and talon-like nails, eyes vestigial and covered with white membranes, or black and staring without visible iris. Others have only the sham of human form, scaly and vile things with dripping maws of pointed teeth and long red tongues.

Over the far wall of the Down Town trade hole there are nailed the skins of many such beasts, hundreds and hundreds of them, some rotten and eaten away by time or infestation, others gleaming with green and golden scales, a few of the skins of savages and outlaws brought in for bounty.



groups such as the Redemptionists hate all mutants no matter how minor their deformities. Their creed preaches the uncompromising destruction of all deviants.

For those too mutated to live in the big settlements the lawless expanse of the Badzones provides ample opportunity to hide. Mutants of the most heinous varieties, scaly many-limbed monstrosities, will naturally gravitate towards the deeper parts of the hive and the Hive Bottom. They are outcasts even from the Badzones.

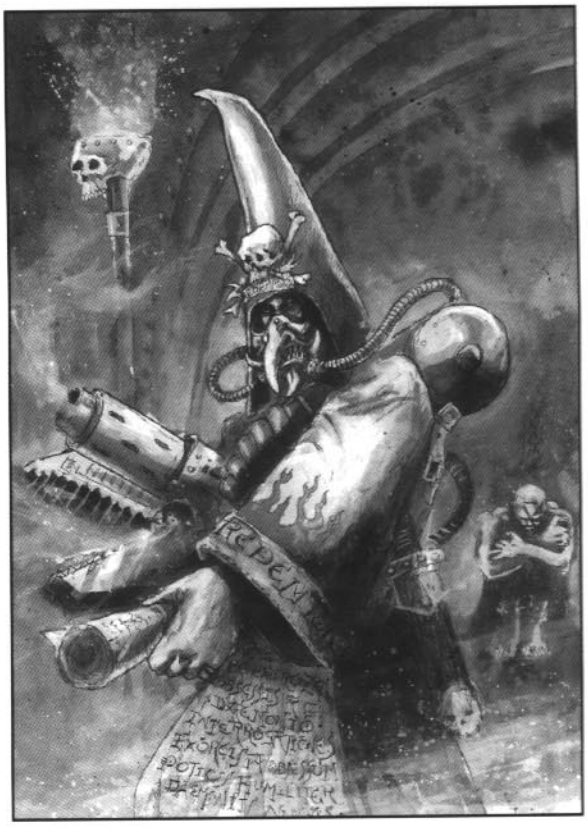
Not all mutants are physically grotesque. Some appear normal, but actually have psychic powers of one kind or another. These mutants are more readily accepted into the Underhive than conspicuous deviants. Some are even welcomed and protected because their abilities are useful, such as psychic healers and precognostics.

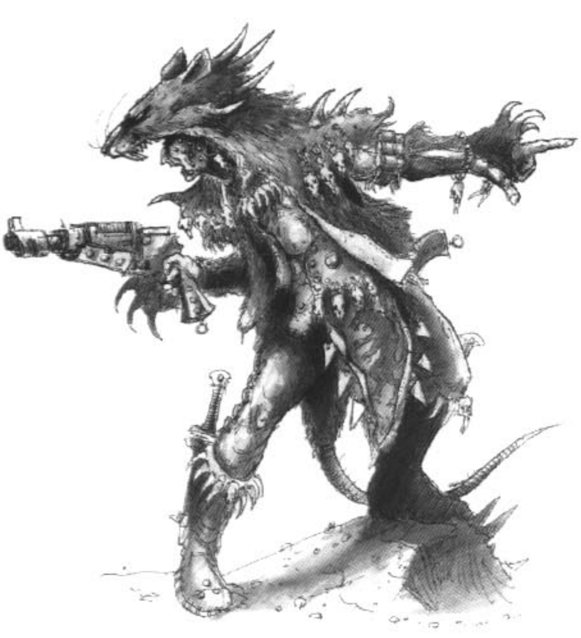
OTHER OUTCASTS

The Underhive exists beyond the laws of House and Hive. The Houses have little influence and family patriarchs care little about life beyond their borders. Even the Imperial House would think twice about trying to impose its will in the anarchic bowels of the hive.

The Underhive provides a natural refuge for those seeking to escape retribution or revenge. Individual criminals and political dissidents can melt into society without fear. Larger groups of outcasts can find a secluded place to make their home. Amongst these groups are crazed religious zealots, mutant-hating Redemptionists, Utopionists, cannibals, head-hunters and any number of misfits and madmen.

Amongst those who have taken refuge in the Underhive are members of the ruling family itself. After the murder of Marius Helmawr, his surviving son, Caetrus, fled into the Underhive where he became a celebrated outlaw leader and popular hero. Although his uncle, Lord Tiberius Helmawr, tried to capture or kill Caetrus for many years he never succeeded. The Delaque agents sent to root out Caetrus and his followers were finally forced to admit defeat. Caetrus lived to reclaim his birthright after Tiberius' death, but never forgot his Underhive years and rewarded his supporters generously.





RATSKINS

The Ratskin people have lived in the ruins of the Underhive for as long as time itself, and Ratskins regard the place as their ancestral home. They know almost nothing about the world that lies above their heads or beyond the hive. Ratskins have lived apart for so long that they have developed their own language, and only the few who visit Underhive settlements to trade bother to learn the common tongue of the hive.

Ratskins possess senses uniquely adapted to the conditions of the Underhive. Their sight is incredibly keen and it is commonly supposed they can see in pitch darkness. A Ratskin can smell out tiny differences in air quality, and can track other hivers or hive creatures by scent. Their hearing is also finely attuned to the hive. The slightest sounds tell them where others might be, whether a tunnel is safe, or if dangerous creatures lurk nearby.

Ratskins care nothing for Hive City or the hivers that come from above. They do not understand the hivers' insane lust for scrap metals and glittering stones. Most of all they are baffled by the foolish manner in which settlers eat toxic fungus, fall down holes, blunder into roof falls, and generally act in a senseless and dangerous fashion.

Although the outsiders puzzle and often anger them, the Ratskins are content to leave hivers alone so long as they leave the Ratskins in peace. Adventurous Ratskins trade with the hivers and sometimes hire themselves out as guides or trackers, but they are a self-sufficient and proud people who neither need nor want much from anyone.

Ratskins know their way around the Underhive better than anyone else. They know about the main tunnels, the small crawlholes, and the shifting drains and sumps of the effluvial flows. They know ways into and through the Underhive which the hivers are utterly ignorant of. They can find paths into domes which remain undiscovered and buried to ordinary men. Ratskins move through the hive effortlessly and mysteriously, disappearing almost magically, appearing as if from nowhere.

The Spirit of the Hive

To the Ratskins, the Underhive is a living place inhabited by sacred spirits. It is a place with which they feel a natural harmony, a place which is great and beautiful in their eyes. Ratskins respect the hive as a mighty god, generous in its bounty and merciless in its vengeance. In their eyes, the Underhivers often anger the hive by causing rock falls or caving in tunnels with their clumsy excavations. Sometimes hivers go too far, trespassing into sacred places or poisoning the native pools.

Ratskin Settlements

Ratskins live in small communities that are hidden from settlers and explorers. They cultivate cane spore, which provides food as well as reed-like building material, and they hunt the rat herds that infest the hive. For the most part they avoid the foolish intruders whose heathen ways often offend the spirits of the hive. Most settlers soon succumb to predators, toxic fungi, roof falls or some other inherent danger, which all goes to show that the hive is intolerant of those who fail to show the spirits proper respect.

Ratskins and Hivers

Some Ratskins hire themselves out as guides or trackers and a few of them become semi-civilised as a result of contact with hivers. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown wastezones without the expert aid of a Ratskin tracker.

Sadly, some Ratskins are attracted to the strange ways of the hivers, and acquire a taste for intoxicants, gambling and riotous living. These troublesome individuals hang around the settlements until the inhabitants lose patience and throw them out into the wastes. Bands of Ratskin renegades are a nuisance to settlers and their own kin, and have a well deserved reputation for savagery.

Ratskins live in harmony with the mutant flora and peculiar creatures that populate the wild parts of the hive. Many of the hive's sickly fungi and algae have herbal properties which the Ratskins use to their advantage. Although some are deadly poisons, in small quantities, or prepared according to ancient rituals of the shamans, they can be employed to make healing drugs, potent intoxicants or psychic stimulants. The most common stimulant is the small leather bag containing a paste made from ground blindsnake – a totem that is said to enhance the wearer's awareness and warn him of evil spirits.

MG

GANGS

The Underhive is a dangerous place where people gather together into gangs so they can explore, travel and fight together. Those who join a gang are called gangers. House traditions are so strong and their identities so distinct that even in the Underhive gangs are formed from gangers of one House. A Necromundan's entire sense of self is based upon House loyalty, and even the descendants of downhive settlers retain their House identity to a large extent.

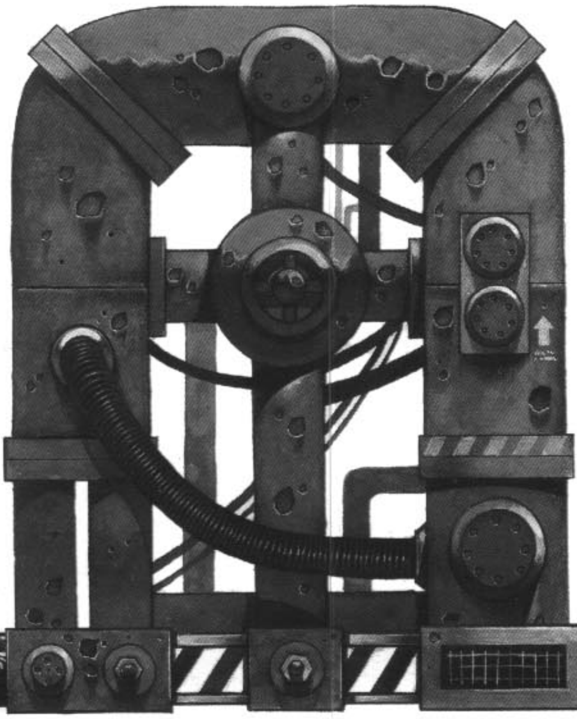
The bulk of gangers come from the Underhive itself. They are the descendants of settlers, some from families established in the Underhive for generations. The loyalty of these established Underhivers to their House is tempered with romantic notions of life in Hive City, a place they have never been to and can only dimly imagine.

Some gangers come downhive from Hive City. Young juves and discontented hivers are keen to join or form gangs, and there are always hardy Underhivers willing to give them a chance. As well as its ordinary gangers a gang might also include hired help in the form of mercenary fighters, psychic mutants or Ratskin trackers.

Gang Leaders

Gang leaders are usually experienced fighters who know the local Badzones and understand the dangers of the Underhive. Sometimes a ruthless desperado from Hive City will set up his own gang, but only the greenest juve or the most impoverished ganger would follow him.

All gangs recruit new fighters now and again. The most successful gang leaders are highly respected and competition for membership is keen. Even the most experienced and skilful gangers may have to find new companions if their leader is slain or captured, and such fighters can always command a high price for their services.



The aim of every gang leader, and eventually every ganger, is to get rich and move uphive. Some return to Hive City, where their new wealth enables them to live in luxury for years. Most dream of freedom in the Spire, away from the filth of Hive City and the repression of family patriarchs. Only the richest get to the Spire, but in the Spire money buys power of a kind unimaginable to the hivers of Hive City.

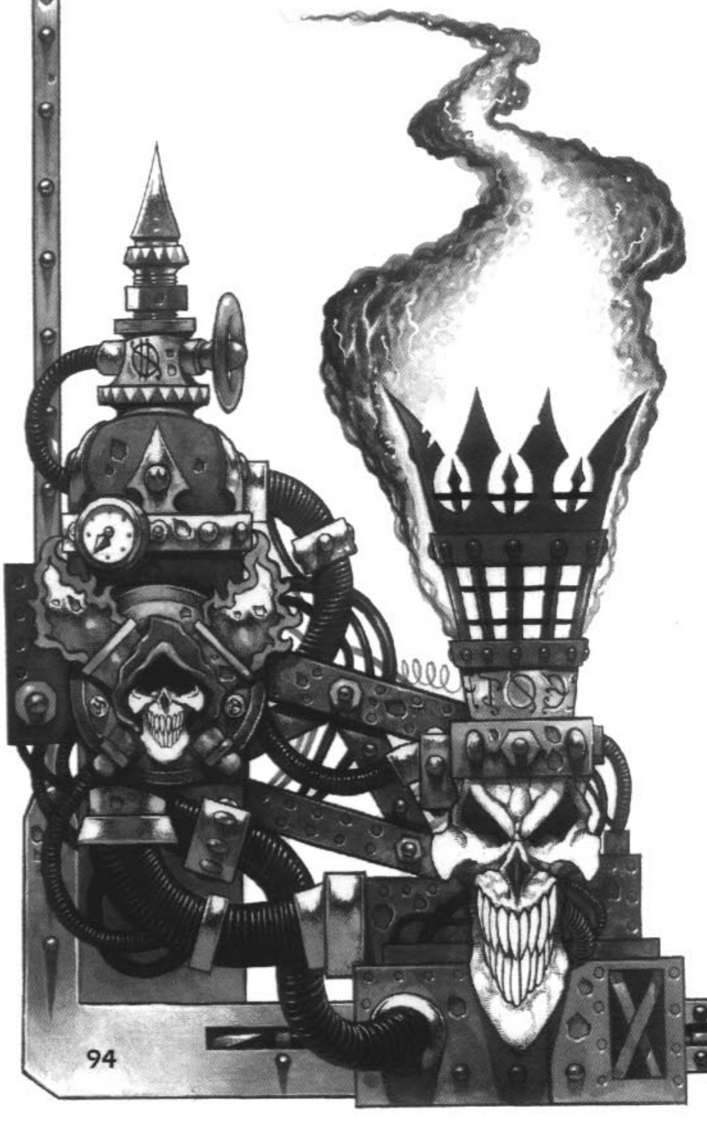
ALL HOLED UP

The place to start is one of the big settlements that adjoins the wastezones and deeper parts of the Underhive. Places like Dead End Pass and Dust Falls are full of gangers passing the time of day in the drinking holes, trading posts and workshops. They wait for news of tunnel openings, rumours of ore strikes, and any information that might lead them to a fortune. News is soon public knowledge. Rumours, real or false, spread faster than rat pox. Settlements suddenly empty as rival gangs scramble for a piece of the action.

It's easy to pick up odd jobs inside a settlement. Guilders hire gangers to take things from one place to another, or to protect them as they travel through the hive. The town's traders are more than willing to pay for information or services. Local settlers often hire help to round up livestock or hump slime barrels into the nearest settlement. If all else fails, a day's scavenging in the adjoining wastezones will always turn up a few trinkets or bits of junk to sell to one of the workshops. Odd jobs depend upon good contacts, and it is these contacts which keep the gang going from day to day. The more people you know, the more favours you are owed, and the easier it is to build up your gang's numbers and weapons stock.

FIGHTING FOR FORTUNE

Out in the Badzones any meeting between rival gangs is likely to end in a firefight. A gang which runs from its rivals will end up scavenging through the poorest wastelands or raking over the spoil heaps of others. Only gangs that stand up for themselves earn the respect of other Underhivers, local traders and rival gangs. Mutual respect doesn't stop gangs shooting at each other, but it establishes the right to scavenge over or move through a particular area. Such things are simple matters of understanding amongst the local gang leaders.



Fights break out for all kinds of reasons. Accidental meetings are common, especially where rival gangs share tunnels or scavenging territory. Sometimes a gang will deliberately attack a small settlement or lone water still that their rivals use. Many gangers come from established Underhive families that live in out-holes in the wastezones. Gangs take great care to look after friendly downhivers who give them food, water and news. Often a gang depends on such people for its survival.

News of freshly discovered tunnels or domes draws rival gangs like boreflies to an open wound. The richer the booty the more determined and bloody the fighting. Finds of archeotech, sparstones, carnotite gems, pearl spore, and any other tremendously valuable discoveries always end in fierce battles over the spoils. Even if a gang manages to fill its bags with sparstones there is no guarantee it won't be trailed and ambushed on the way home. Big finds are often broken up and buried in secret out in the wastezones, away from the prying eyes of rival gangs.

GUNS FOR HIRE

Few gangs have more than twenty members and most have fewer than a dozen. Of these some will be fully-fledged gangers, fighters of experience who know how to look after themselves in the Badzones. Others may be young juves, out to prove their mettle to their older companions. Gangers like this can be hired in any of the larger settlements, and the price paid will depend very much on the calibre of the fighter.

If a gang leader wants to, he can hire specialists or perhaps even one of the notorious gunfighters who offer their services to the highest bidder. These loners usually owe no allegiance to any House. They are outsiders, often half-castes or people of mysterious origin, who will fight for anyone at a price.

A gang leader will occasionally want to hire a Ratskin tracker as a guide, especially if he intends to move into an unexplored or dangerous part of the downhive. Ratskin trackers can guide a gang through obscure crawlholes and tunnels, and they know ways through the hive which the gangers could never find or follow. Ratskins have uncanny senses, and can smell, feel and listen their way through a hive in a way no ganger can even imagine.

Less easily found are the infamous renegades and loners. They are notorious and mysterious characters: some have an almost legendary past and many stories are told about their adventures. It is hard to imagine why many of these characters stay in the Underhive. Many could afford to return uphive if they wished, but perhaps something else keeps them in the Badzones. Some of the most famous gunfighters are mutants and some are barely human. On the whole it is best not to enquire too closely about the origins or motives of these most powerful of all fighters.

OUTLAW GANGS

Even in the Underhive there is a code of behaviour which most gangers abide by. At least it is true to say that most like to be seen to abide by these standards. What they do when no-one is watching is another matter entirely. Those who break the downhive code can find themselves outlawed by a Guilder court. Outlaws are not welcomed in settlements, traders won't deal with them openly, and other gangs can claim bounty for hunting them down.

The Downhive Code

Inside settlements a ganger who kills another hiver can be outlawed together with his entire gang. Serious fighting inside settlements isn't tolerated by the Guilders who employ hired guns called Watchmen to keep the peace. Similarly, theft, fraud and violent crime within a settlement are likely to get a person outlawed or lynched. Small settlements and out-holes are also covered by this code of behaviour, although they are more vulnerable to unscrupulous raiders than big settlements. Outlaws often leave no witnesses to point an accusing finger.

Any gang that attacks a Guilder, his property, or any hivers in his employment can also find itself outlawed. If a Guilder is killed, other Guilders will offer a bounty for the capture or destruction of the gang responsible. Any ganger found with the property of a Guilder is likely to be executed and his entire gang outlawed.

Even in the Underhive, Guilders enjoy special status and are able to move freely throughout the hive. Many Underhivers depend upon Guilder trade, so killing or robbing a Guilder is regarded as one of the most serious breaches of the downhive code.

Captives and Ransom

Beyond the confines of the settlements, gangs fight, wound and kill each other all the time. Inevitably, wounded gang fighters sometimes fall into the hands of their enemies, gangers who would slay them instantly if they met in combat. However, it is commonly accepted that it is unnecessarily brutal to kill a captive in cold blood. Instead, captives are ransomed back to their gang, or, if this is impossible, sold off to slavers. Few gangers would stoop so low as to murder a captive as they could easily be captured themselves one day.

Bounty and Guild Price

Outlaw gangs find it hard to get by because they can no longer enter settlements to trade. With a bounty on their heads they may be hunted down and slain. Their situation can even force them to rob settlers or Guilders just to stay alive. Although they may have loyal friends or relatives who continue to support them, it is not an easy or profitable life.

An Outlaw gang can buy off its outlaw status by paying a Guild price for hivers they have killed and property they have destroyed. However, if they have killed a Guilder they are never safe. The Guilders accept no blood money for their own kind and will go to any lengths to exact vengeance.

CREATING A GANG

Before you are ready to play Necromunda you need to start a gang. You could start with one of the boxed sets of gangs, or alternatively you could simply pick the figures that you require and purchase them individually. Either way you can easily add to your gang or improve its firepower with extra Citadel gang fighters as you go along. As an example, we have included details for two gangs we have invented – Grim Ironhead's Orlocks and the Skullsmasher Goliath gang. Both of these can be made up using the boxed sets of plastic Goliath and Orlock miniatures.

CHOOSING A GANG

A gang can be any size from three models upwards. To start your gang refer to the Gang Recruitment list printed at the end of this section. The list explains how much it costs to recruit and equip the different gang fighters. You have a total of 1,000 Guilder credits with which to recruit your gang.

A gang will either be made up of fighters from one of the rival Hive City Houses – Orlock, Goliath, Van Saar, Escher, Cawdor or Delaque; or it will be one of the more unusual Outlander gangs as described in the Outlanders section of this book. You can choose any one of these gang types for your gang. The rules below refer to gangs from one of the Houses. Outlander gangs have their own rules for gang creation, as detailed under the separate gang descriptions.

GANG FIGHTERS

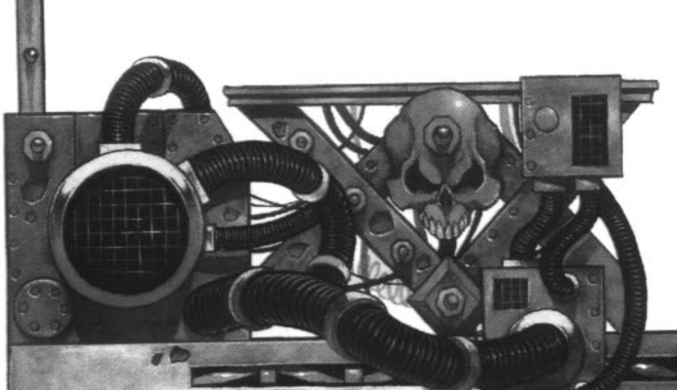
There are four types of gang fighter: Leaders, Gangers, Heavies, and Juves.

THE GANG LEADER

Your gang must be led by a **gang leader**. This model represents the player himself in his guise as a ruthless Underhive fighter. A gang can only have one leader.

GANGERS

The ordinary gang fighters are called **gangers**. Gangers can be found and hired in the Underhive bars and trading stations. They are experienced, competent and trustworthy fighters who make up the bulk of most gangs.



HEAVIES

Fighters armed with special weaponry or technical equipment are called **heavies**. They are bigger and burlier than ordinary gangers on account of the weight of the gear they carry! Heavies are also technicians – good at fixing or making things. This is necessary because their weapons are more complex than those of other fighters and must be kept in a good state of repair.

JUVES

Juves are young inexperienced fighters. The settlements are full of wannabe fighters eager for a chance to join a gang and see some real action. Often juves are younger brothers or cousins of the full-blooded gangers, included by way of teaching them how to fight. Juves are inevitably poor shots and prone to running off.

GANG ROSTER

You'll need a gang roster sheet to write down the details of your gang. You'll find a blank roster sheet at the back of this book. We suggest you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your gang as it changes from game to game.

When you have chosen your gang, take a gang roster sheet and write down the details of each fighter in the spaces provided. It's a good idea to work out the gang on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the permitted 1,000 points as possible. If you have any credits left after choosing your gang write this down in the space marked 'stash'. On the following pages we have included two sample gang rosters for the Orlock Ironheads and the Goliath Skullsmasher gang to show you how this is done. To start with you can use these gangs if you want, or you can choose your own – it's up to you.

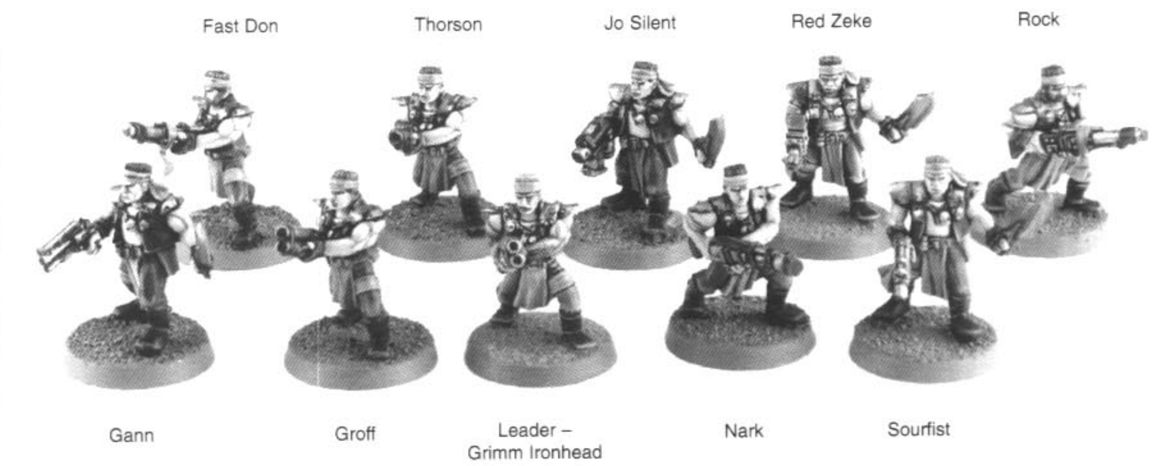
The gang roster is a record of your gang and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record incidental details such as exploding weapons, flesh wounds, and such like.

You will need to give your gang a name, and also name all your fighters. We leave it to you to invent suitable names, though you'll find many examples and ideas for Necromundan names throughout this book.

TERRITORY RECORDS

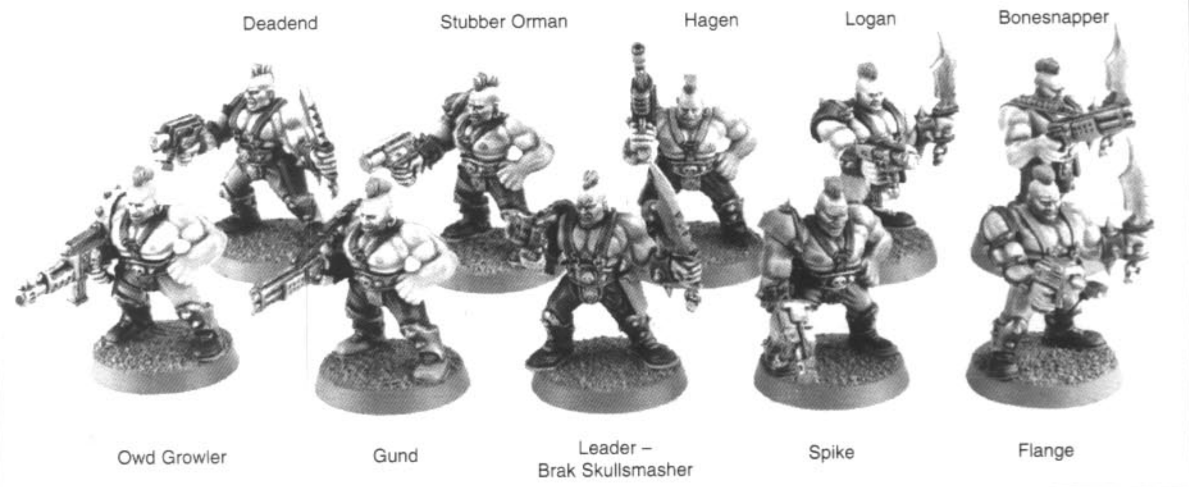
The gang roster includes space to keep track of your gang's territories. When you are playing a campaign game each gang has a number of territories which represent trading contacts, property owned by the gang, and areas they commonly have access to. As you fight more games you may win new territories, or even lose territory to the enemy. Territories generate funds that you can spend on hiring more fighters or buying more weapons, as explained later.

ORLOCKS – THE IRONHEAD GANG


Fast Don
Thorson
Jo Silent
Red Zeke
Rock
Gann
Groff
Leader – Grimm Ironhead
Nark
Sourfist

This Orlock gang was chosen using only gang fighters contained in two boxed sets of plastic Orlock gangers. As such it contains only a leader and gangers, but it would be simple to add further heavies or juves using the appropriate models from the Citadel range. The leader, Grimm 'Ironhead' is armed with a shotgun loaded with lethal bolt shells.

GOLIATHS – THE SKULLSMASHER GANG


Deadend
Stubber Orman
Hagen
Logan
Bonesnapper
Owd Growler
Gund
Leader – Brak Skullsmasher
Spike
Flange

Like their rivals, the Goliath Gang is chosen using only fighters contained in two sets of plastic Goliath gangers. Their leader, Brak Skullsmasher, is armed with a shotgun and packs a laspistol in his holster. The other gangers carry a deadly assortment of autoguns, shotguns and pistols.

GANG RATING 1320

TERRITORY	Credits
1. Slag	15
2. Old Ruins	10
3. Holestead	D6x10
4. Settlement	30
5. Gambling Den	2D6x10
6.	
7.	
8.	
9.	
10.	

STASH

35 credits

HOUSE: GOLIATH

GANG NAME: SKULLSMASHER GANG

NAME	M	WS	BS	S	T	W	I	A	Ld	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
BRAK SKULLSMASHER Gang leader	4	4	4	3	3	1	4	1	8	Shotgun (Solid/Scatter), Hotshot shotgun shell, Laspistol, Frag grenades Leader	190	65
GUND Ganger	4	3	3	3	3	1	3	1	7	Shotgun (Solid/Scatter), Man-stopper round	85	61
BONESNAPPER Ganger	4	3	3	3	3	1	3	1	7	Shotgun (Solid/Scatter), Bolt shell, Autopistol	110	66
OWD GROWLER Ganger	4	3	3	3	3	1	3	1	7	Autogun	70	24
HAGEN Ganger	4	3	3	3	3	1	3	1	7	Lasgun	75	25
LOGAN Ganger	4	3	3	3	3	1	3	1	7	Autopistol	65	22
DEADEND Ganger	4	3	3	3	3	1	3	1	7	Bolt pistol, Frag grenades, Laspistol	115	26
FLANGE Ganger	4	3	3	3	3	1	3	1	7	Laspistol, Frag grenades, Autopistol	110	23
STUBBER ORMAN Ganger	4	3	3	3	3	1	3	1	7	Stub gun, Dum-dum bullets	65	22
SPIKE Ganger	4	3	3	3	3	1	3	1	7	Autopistol, Laspistol	80	21
										TOTALS:	965	355

GANG RATING	1347

TERRITORY	Credits
1. Slag	15
2. Drinking Hole	D6x10
3. Mineral Outcrop	D6x10
4. Vents	10
5. Friendly Doc	D6x10
6.	
7.	
8.	
9.	
10.	

STASH
5 credits

HOUSE: ORLOCK

GANG NAME: IRONHEAD GANG

NAME	CHARACTERISTICS									EQUIPMENT, SKILLS & INJURIES	COST	EXP.
	M	WS	BS	S	T	W	I	A	Ld			
GRIMM IRONHEAD Gang leader	4	4	4	3	3	1	4	1	8	Shotgun (Solid/Scatter), Bolt shell, Frag grenades Leader	185	64
NARK Ganger	4	3	3	3	3	1	3	1	7	Autogun, Frag grenades	110	62
GROFF Ganger	4	3	3	3	3	1	3	1	7	Shotgun (Solid/Scatter), Man-stopper round, Frag grenades	115	65
FAST DON Ganger	4	3	3	3	3	1	3	1	7	Lasgun	75	26
ROCK Ganger	4	3	3	3	3	1	3	1	7	Lasgun	75	21
THORSON Ganger	4	3	3	3	3	1	3	1	7	Lasgun	75	23
JO SILENT Ganger	4	3	3	3	3	1	3	1	7	Bolt pistol, Krak grenades	120	24
SOURFIST Ganger	4	3	3	3	3	1	3	1	7	Laspistol, Frag grenades	95	22
GANN Ganger	4	3	3	3	3	1	3	1	7	Stub gun, Dum-dum bullets, Laspistol	80	24
RED ZEKE Ganger	4	3	3	3	3	1	3	1	7	Autopistol	65	21
										TOTALS:	995	352

GANG RECRUITMENT

The following list is used to recruit and equip your gang. To start with you have 1000 Guilder credits with which you must recruit at least three fighters including a leader. Any credits unspent are added to the gang's stash and can be used later or hoarded to buy something more expensive.

The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are knives and grenades, which you may assume are tucked inside clothing; and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling your models or buying new ones.

CHOOSING THE GANG

You have 1000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

Minimum 3 Fighters. A gang must have at least three models.

Leader. Your gang must have one leader. Not more. Not less!

Gangers. You can include as many gangers as you can afford.

Heavies. A gang can have up to two heavies, but no more.

Juves. No more than half the gang can be made up of juves.

Knives. All fighters are assumed to have a knife even if the model doesn't have one.

GANG LEADER

Cost to recruit: 120 credits

Every gang needs a leader – the biggest, toughest and brightest fighter of the bunch. He keeps the gang in line and decides where to fight, when to recruit new fighters, and how to spend the gang's hard-earned stash.

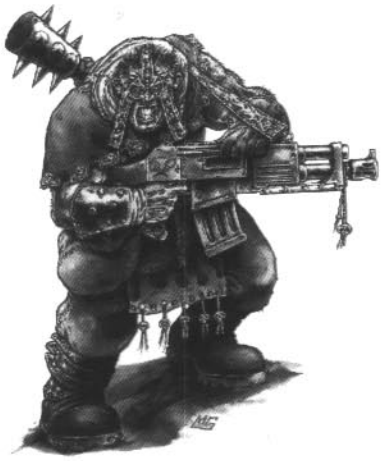
M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons. The gang leader may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Grenades lists.

Special Rules

The gang's leader is unlike the rest of the gang in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place.

Any fighter within 6" of the leader may use the Leadership characteristic of the leader when taking any Leadership test. This benefit applies as long as the leader isn't down or broken himself.



GANGERS

Cost to recruit: 50 credits

Gangers usually form the bulk of every gang. They are dependable and experienced fighters.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. Gangers may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons and Grenades lists.

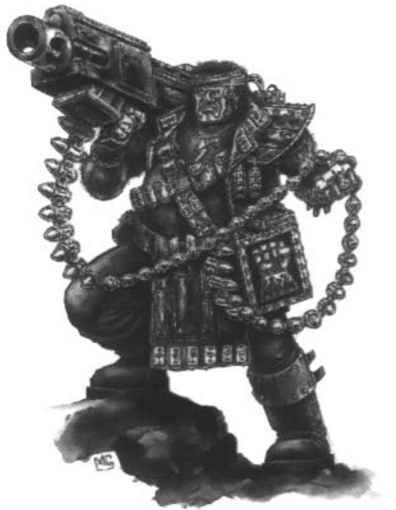
HEAVIES

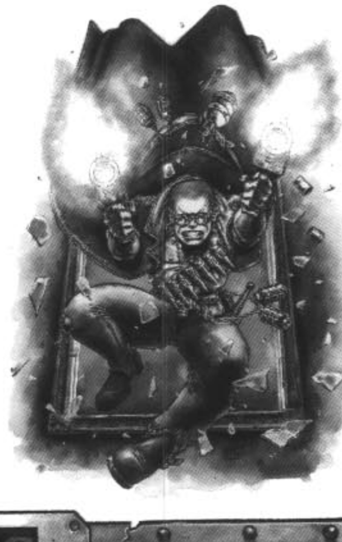
Cost to recruit: 60 credits

Heavies are heavily built or physically fit individuals well suited to lugging round heavy weaponry. They are also technically competent. This is a good thing because their weaponry requires constant repair and maintenance if it is to function properly.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. Heavies may be armed with weapons chosen from the Hand-to-Hand, Pistols, Special, Heavy Weapons and Grenades lists.





JUVES

Cost to recruit: 25 credits

Juves are inexperienced youngsters eager to join a gang and become fighters. They are poor fighters and unreliable, but with time they will improve and become valuable gangers.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons. Juves may be armed with weapons chosen from the Hand-to-Hand, Pistols and Grenades lists.

WEAPONS

Each fighter you recruit can be armed with one or more of the weapons listed below. The different types of fighter are restricted to different types of weapon. Juves, for example, can only have hand-to-hand weapons, pistols and grenades.

A fighter can carry only **one** heavy weapon – eg, he can carry a heavy stubber or a lascannon, but not both. He can have any number of other weapons. The model is always assumed to be using the weapon depicted in his hands unless the player declares otherwise. Remember, additional weapons must be identifiable on the model itself.

A fighter can carry grenades even if the model does not actually include them, as they are assumed to be stowed inside pockets, pouches or bags. The cost is the price of equipping the model with a supply of grenades – not the cost of a single grenade. Once equipped with grenades a fighter may use them in every battle.

HAND-TO-HAND

These are weapons designed for use purely at close quarters such as swords, knives, axes and crude clubs. Such weapons cannot be used for shooting but only in hand-to-hand combat.

Weapon	Cost in Credits
Knife	Free
Sword	10
Club, maul or bludgeon	10
Chain or flail	10
Massive axe, sword or club	15
Chainsword	25

PISTOLS

Pistols are small hand-held firearms which can be used at close quarters or at longer range. A fighter can shoot with a pistol or use it in hand-to-hand combat.

Weapon	Cost in Credits
Autopistol	15
Bolt Pistol	20
Hand Flamer	20
Laspistol	15
Plasma Pistol	25
Stub Gun	10

BASIC WEAPONS

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot in the shooting phase with such a weapon, but it confers no advantage in hand-to-hand fighting.

Weapon	Cost in Credits
Autogun	20
Boltgun	35
Lasgun	25
Shotgun (solid shot + scatter shells)	20

SPECIAL WEAPONS

Special weapons are complex or temperamental weapons which require a degree of specialist knowledge to operate. Otherwise they are the same as basic weapons: generally used in two hands and fired in the shooting phase.

Weapon	Cost in Credits
Flamer	40
Grenade Launcher (Grenades extra)	130
Melta-gun	95
Plasma Gun	70

HEAVY WEAPONS

Heavy weapons are even larger and more heavy than basic weapons, and are generally more powerful and have a longer effective range. A heavy weapon is so cumbersome and bulky that a fighter cannot move and shoot with it in the same turn. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

Weapon	Cost in Credits
Auto-cannon	300
Heavy Stubber	120
Heavy Bolter	180
Heavy Plasma Gun	285
Lascannon	400
Missile Launcher (Missiles extra)	185

GRENADES, MISSILES AND SHOTGUN SHELLS

Grenades can be carried inside a bag, pouch or pocket and so can be carried by any fighter, even if the model itself does not include them. A grenade may be thrown in the shooting phase instead of shooting with another weapon.

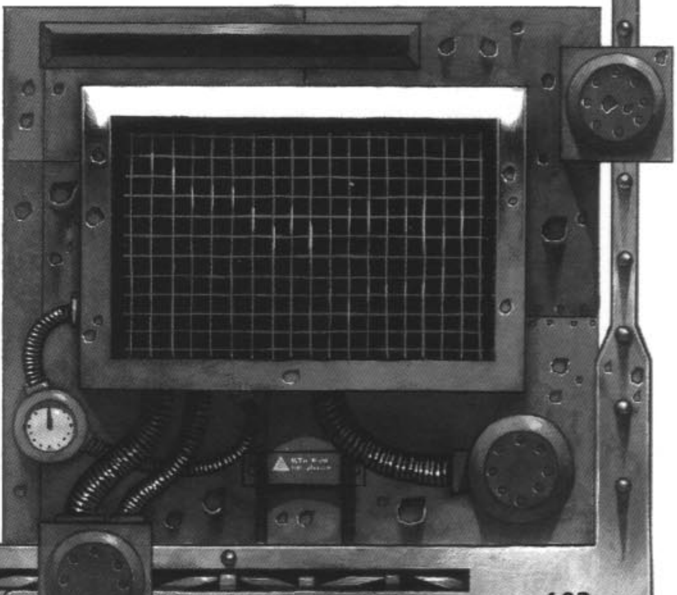
Grenades and missiles must be bought separately for grenade launchers and missile launchers. In both cases, your purchase is to equip the fighter with a supply of ammunition. Once a supply is bought your fighter always has that type of missile. The same is true of the extra shotgun shells, although shotguns come with solid shot and scatter shells as standard.

Grenade	Cost in Credits
Frag Grenades	30
Krak Grenades	50
Frag Missile	35
Krak Missile	115
Dum-dum bullets for Stub gun	5
Man-Stopper Shotgun shell	5
Hotshot Shotgun Shell	5
Bolt Shotgun Shell	15

RECRUITMENT COMPLETE!

Once recruited your gang is ready to embark upon a fighting career. When you recruit your first gang it is a good idea to get stuck in straight away, preferably against another 'raw' gang. This gives you a chance to familiarise yourself with the rules and learn how your gang performs in action.

Recruiting a gang is just the beginning of its fighting career, but it is all you need to do to start with. The Necromundan Campaigns section describes how you can run the gang from battle to battle. This important part of the Necromunda game is explained in detail on the pages that follow.



Talk is the lifeblood of the downhive. Guilders spread the word of lucky finds, new tunnels and ore strikes out in the Badzones. In the drinking holes of Dust Falls, Two Tunnels and a dozen other settlements, the latest rumours and discoveries dominate the conversation.

When new news is thin the talk turns to old news. In the Underhive a man's fame lasts as long as there are men who tell his story and others who'll gather to listen and drink. The old stories, the really old stories, are part of the legend of the Underhive. Told and retold countless times, it's hard to say where fact and fable meet, which tales are true and which are merely stories.

One story concerns a family of Delaque settlers called Valois who lived in the White Wastes by Glory Hole. There were three of them: a tall man, his grown son and a daughter of some fifteen or sixteen years. Together they dug out a small shelter in the soft hive dust, built a water still beside it, and made a big slime pit which was soon brimming with a mass of bubbling green stuff.

For some months there was no word of the Valois until one day a lone juve staggered into Glory Hole from the White Waste. He was cut to ribbons and had lost a lot of blood. The youngster was delirious with thirst and there was no sense to be had of his ravings. The only words he would say were, 'The Devil Valois... the Devil Valois,' which he would repeat over and over again like a ward against an evil spell.

For days the juve lay in a haunted fever, sometimes calling upon imaginary companions or raving at some illusionary enemy. Once his screaming became particularly agitated, so that it rang out into the street 'The Devil Valois... Valois.' Passers-by heard the screaming and some recognised the name of the settler family. One man seemed particularly affected by these cries. He had the pale almost white skin and hairless scalp of House Delaque. The man knelt beside the youth, a pallid figure in black, and whispered to him in such a way that none could hear his words. The juve calmed at once and soon lapsed into deep sleep.

The juve's mysterious behaviour set people wondering what had become of the Delaque settlers called Valois. Surprisingly, no-one had heard anything of them since their departure. They hadn't returned to Glory Hole nor had any Guilder passed that way to trade. One of the Guilders, a man called Azzlo, said he was taking a slave train through the wastes the next day, and offered to call in on the Valois hole if anyone cared to accompany him. Of course, Azzlo was just angling for cheap protection, because he didn't want to go anywhere near the Valois place alone.

By dawn the next day Glory Hole was in uproar. The juve had suddenly woken, sat upright with an unnatural jolt, cried out one final time and inexplicably died. The stranger who had spoken to him the day before was nowhere to be found. The guards at the gate reported that a Delaque had passed through the previous evening. With him was a hunchback who no-one recalled seeing before and the Ratskin woman called Hotis who sat in Hagen's Hole and told fortunes for a few trader tokens.

A deputation of Guilders led as many as half a dozen gangs to the Valois hole. The wastes were quiet all around, and the white ash itself seemed oddly still. The entrance to the hole was locked and solid, fastened from the inside, designed to keep out the fierce ash storms and predatory renegades. The gangers broke through using a thermal mine. One of the leaders, a Goliath called Brak, went down the crude ladder into the hole.

The shaft was lit, and in the hole there were the usual signs of occupation. A meal of slime cobs lay waiting upon the burner. Outdoor clothes and boots sat in the entrance way. There was nothing out of the ordinary in the hole except for one room, a room stacked high with weapons and ammunition, with water bottles and belts, bands and bracelets, rings and countless small pieces of bric-a-brac. And here and there, amongst the glittering pile, it was possible to recognise a familiar weapon or a charm, the possession of some gang fighter known in Glory Hole.

Of the Valois themselves the searchers found nothing. There was no sign of a struggle nor any indication as to what might have happened to the family. But outside the hole upon a sloping hill beyond the creaking catch-sheets of the water still, were three graves freshly dug in the yielding white ash. And whoever made those graves had left no names upon the head markers, but had tied about simple pieces of white cloth bearing the image of a snake pierced by a sword.

The hole of Valois was abandoned, its contents left where they were. No-one wanted to touch anything from that hole, not even the Guilder Azzlo. He knelt beside the bubbling crop in the slime pit and instinctively ran his finger into the sticky green mass. At least a crop such as this had to be worth something. His tongue licked at the thick sticky stuff. He spat and grimaced. It tasted of blood.

PRIMUS
V-104

NECROMUNDAN CAMPAIGNS

Although it is perfectly acceptable to fight one-off games, part of the challenge of Necromunda is to lead a gang over a period of time and many fights. This gives you the opportunity to watch your gang develop, to see old fighters gain new skills while new fighters join and the gang grows ever more famous. This section explains how the Campaign rules allow a gang to progress from modest and obscure origins to power, glory and inestimable wealth.

STARTING THE CAMPAIGN

To start a campaign you'll need at least two players and preferably three or more. The more players the better! Each player can have more than one gang, but our experience is that players prefer to run one at a time as this allows each gang to fight the most games in as short a time as possible.

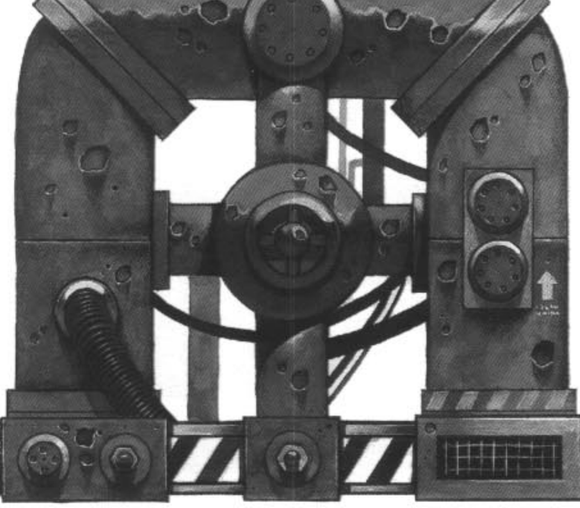
Gangs come from the area around one of the Underhive settlements. They hang around the trading posts and drinking holes, waiting for news of local finds or offers of work. When not fighting the gangs are repairing their gear and trading with the locals. This gives each gang a certain amount of income which they can spend on recruitment and new weapons, or save as credit with the local Guilders.

You can start the campaign as soon as two players have recruited their gangs. New players can join the campaign at any time thereafter. Although new gangs will be less developed they will soon learn new skills. Fighting other, more powerful gangs will enable them to develop more quickly.

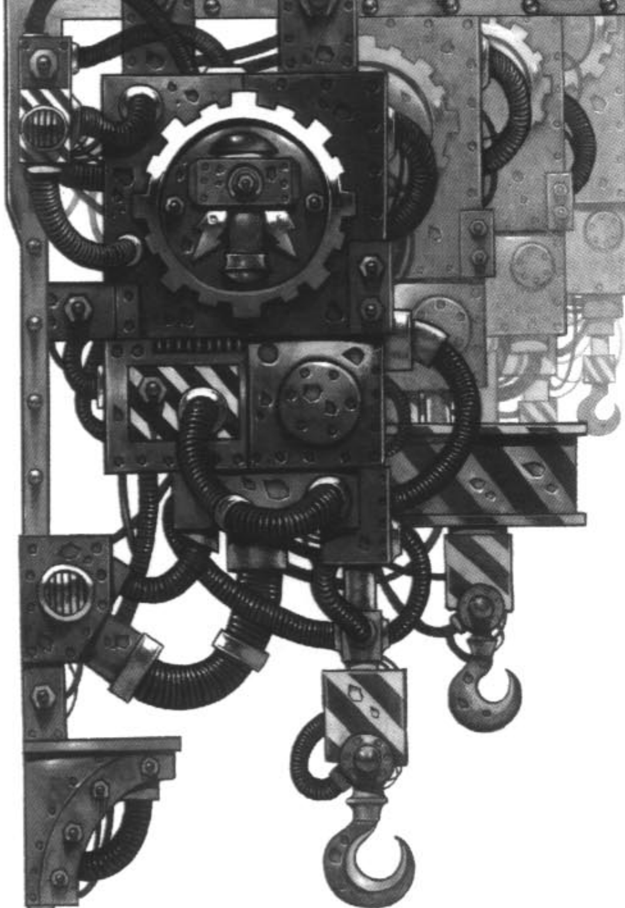
PLAYING THE CAMPAIGN

To start the campaign two players simply take their gangs and select one of the scenarios to fight (see the Scenarios section). At the end of each game the players work out how much 'experience' the gang fighters have earned and how much 'cash' the gang collects by trading.

Experience is expressed as **Experience points** which individual fighters receive for surviving each game and doing particularly well in the fighting. This is covered in detail later in the Experience section. When a fighter has sufficient Experience points he receives an 'advance'. An advance might improve his characteristic profile, adding to his WS, BS, S, etc, or it might be a special skill such as 'Marksman' or 'Rapid Fire'.



Cash is collected after each game in the form of extra Guilder credits which are added to the gang's total cash reserve or stash. This represents the profits earned by the gang after taking into account living expenses and the cost of replacing ammunition and damaged weapons. You can spend the stash on recruiting more fighters or buying new weapons as explained in the Trading Post section.



THE GANG RATING

Each gang has what we call a **gang rating** – the higher the rating the better the gang. The gang rating is simply the total value of all the fighters in the gang plus their total Experience points.

**GANG RATING =
VALUE OF FIGHTERS + EXPERIENCE**

A gang's gang rating will change after every game because surviving fighters will gain extra experience, fighters might be killed, new fighters added, or you could add to the value of fighters by buying new weaponry. Hopefully your gang rating will go up, signifying your gang's increasing power!

The player whose gang has the highest gang rating is winning the campaign – his gang is top of the heap and its leader is the most feared and respected in the area.

A gang cannot win the campaign in any outright sense, but sometimes one gang rises so far above the rest that no-one is prepared to come out and fight it. If this happens then the player can retire the gang – it moves on to more dangerous and profitable territories – and start a new one.

SERIOUS INJURIES

During a game some fighters will go out of action and are removed from play. During the game it doesn't matter whether a man who goes out of action is dead, unconscious, or badly injured – in terms of the game he is no longer capable of fighting and that is all that matters.

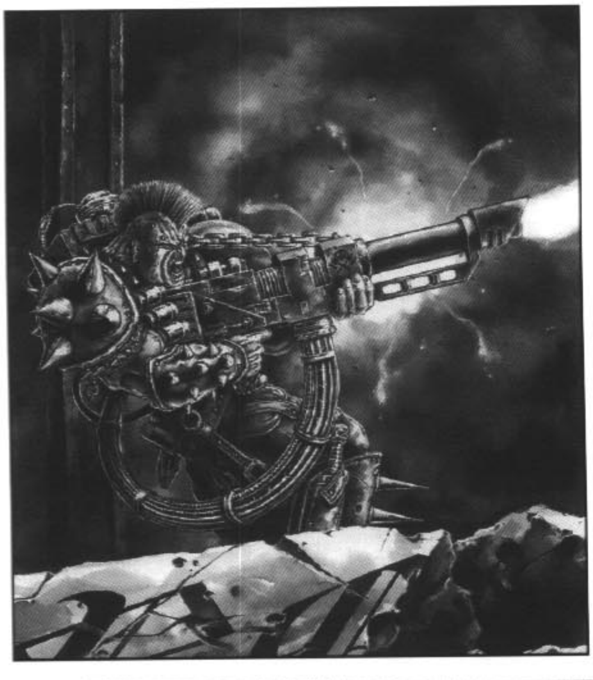
When you are playing a campaign it matters a great deal what happens to fighters who go out of action! They might recover completely ready to fight in the next battle, or they might sustain debilitating injuries. Possibly they are captured by the enemy, or maybe they have to spend a while recovering their strength. Worst of all they might die or be so badly injured they have to retire.

You will notice that the Serious Injuries chart doesn't just include serious injuries, it covers a whole range of things that might befall your fighter. Bear in mind that only models which go out of action are obliged to roll on this chart. Models that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

FIGHTERS DOWN AT THE END OF A GAME

In addition to fighters who go out of action during the game, fighters who are **down** at the end of a game may also go out of action. Roll a D6 for each fighter who is down when the game ends. On a D6 roll of a 1-3 the fighter recovers without further effect. On the D6 roll of a 4-6 he goes out of action.

To find out what happens to fighters who go out of action roll two dice and consult the Serious Injuries chart. The first dice roll represents 'tens' and the second 'units', so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a **D66 roll**.



SERIOUS INJURIES CHART (D66)

11-16	*DEAD.* The fighter is killed in action and his body abandoned to the mutant rats of the Underhive. All the weapons and equipment carried by the fighter are lost.
21	*MULTIPLE INJURIES.* The fighter is not dead but has suffered many serious wounds. Roll a further D6 times on this chart. Re-roll any 'Dead' and 'Full Recovery' results.
22	*CHEST WOUND.* The fighter has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1.
23	*LEG WOUND.* The fighter has smashed a leg. He recovers from his injuries but he can no longer move quickly. The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.
24	*ARM WOUND.* The fighter has smashed one arm. Although he recovers from his injury his strength is permanently reduced as a result. The fighter's Strength characteristic is reduced by -1 when using that arm. Randomly determine which arm has been hit. Bear in mind that some hand-to-hand weapons use the fighter's own Strength, eg swords.
25	*HEAD WOUND.* A serious head injury leaves the fighter somewhat unhinged. At the start of each game roll a D6 to determine how he is affected. On a 1-3 the fighter is dazed and confused – he is affected by the rules for *stupidity*. On a roll of 4-6 the fighter is enraged and uncontrollable – he is affected by the rules for *frenzy*.
26	*BLINDED IN ONE EYE.* The fighter survives but loses the sight of one eye. Randomly determine which eye. A character with only one eye has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded in his remaining good eye then he must retire from the gang.
31	*PARTIALLY DEAFENED.* The fighter survives but is partially deafened as a result of his injuries. An individual suffers no penalty if he is partially deafened, but if he is deafened for a second time he suffers -1 from his Leadership characteristic.
32	*SHELL SHOCK.* The fighter survives but is extremely nervous and jumpy as a result of the traumatic injuries he has suffered. His Initiative characteristic is reduced by -1.
33	*HAND INJURY.* Wounds to a hand result in the loss of D3 fingers. Randomly determine which hand is affected. The fighter's Weapon Skill is reduced by -1. If a fighter loses all five fingers on a hand then he may no longer use that hand: he may not carry anything in it, and is unable to use weapons that require two hands.
34-36	*OLD BATTLE WOUND.* The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle.
41-55	*FULL RECOVERY.* The fighter has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.
56	*BITTER ENMITY.* Although he makes a full physical recovery, the fighter has been psychologically scarred by his experiences. He develops a bitter enmity for the gang that was responsible for his injury. From now on, the fighter *hates* the following (roll a D6). 1-2 The individual enemy who inflicted the injury (if unknown, the gang leader). 3-4 The leader of the gang who inflicted the injury. 5 The entire gang responsible for his injury. 6 All gangs from the same House as the gang that inflicted his injury. If the same House as the fighter, roll again.
61-63	*CAPTURED.* The fighter regains consciousness to find himself held captive by the opposing gang. Captives may be exchanged, ransomed back or sold into slavery. If both gangs hold captives then they must be exchanged on a one-for-one basis, starting with models of the highest value. Any remaining captives must be ransomed back to their own gang if the player is willing to pay the captor's asking price. There is no fixed value for ransom – it is a matter for the players to decide for themselves. Finally, fighters who are neither exchanged or ransomed may be sold to the Guilders as slaves earning the captor D6x5 Guilder credits. Captives who are exchanged or ransomed retain all of their weapons and equipment; if captives are sold their weaponry and equipment is kept by the captors.
64	*HORRIBLE SCARS.* The fighter recovers from his injuries but is left horribly disfigured. His scarred and distorted features inspire *fear* as described in the Advanced Rules section of the Rules.
65	*IMPRESSIVE SCARS.* The fighter recovers and is left with impressive scars as testament to his bravery. Add +1 to the fighter's Leadership characteristic. This bonus applies only once, further impressive scars have no additional effect.
66	*SURVIVES AGAINST THE ODDS.* The fighter regains consciousness alone in the darkness, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home, fighting off mutants, rats, and other horrors, and overcoming the endless dangers of the Underhive. He recovers fully and his uncanny survival earns him an additional D6 Experience points.

EXPERIENCE

As gangers take part in fights, those who survive become more experienced and improve their battle skills. This is represented in the campaign game by **experience**.

Gang fighters earn Experience points when they take part in a battle. Once a gang fighter has enough Experience points he gains an advance. This takes the form of either an increased characteristic or a special skill. Gang fighters who survive long enough may progress to become mighty heroes with many special abilities that they have picked up over the course of their combat career.

When fighters are recruited they already have some experience. This is determined as soon as they join the gang. The table below shows how much experience the different types of fighters have to begin with. Make the appropriate dice rolls and record each new fighter's Experience points on your gang roster.

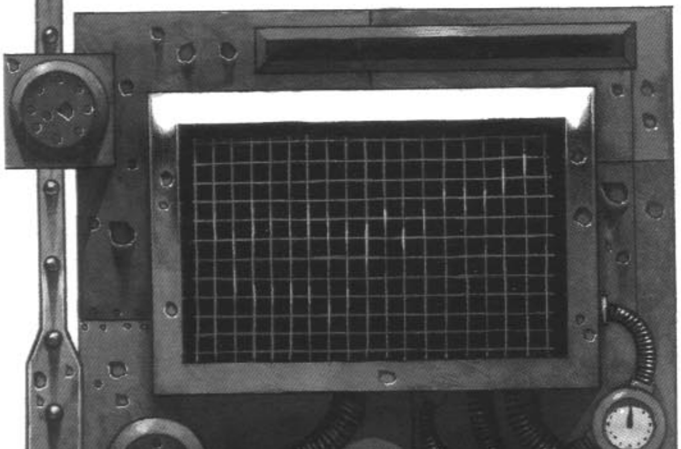
Type of Fighter	Initial Experience Points
Juve	0
Ganger	20+1D6
Heavy	60+1D6
Leader	60+1D6

EARNING EXPERIENCE

The Experience points your fighters can earn will depend on the scenario you choose to fight. Different scenarios have different objectives, and consequently the fighters earn experience in slightly different ways. In the *Scavenger* scenario for example, a fighter earns 1 extra Experience point for each piece of valuable loot he recovers.

Extra Experience points are always added to the fighter's total after the game is over.

If you look through the scenarios you will notice that a gang fighter always earns D6 Experience points for surviving a battle. He earns this even if he is hurt or captured – so long as he lives to tell the tale!

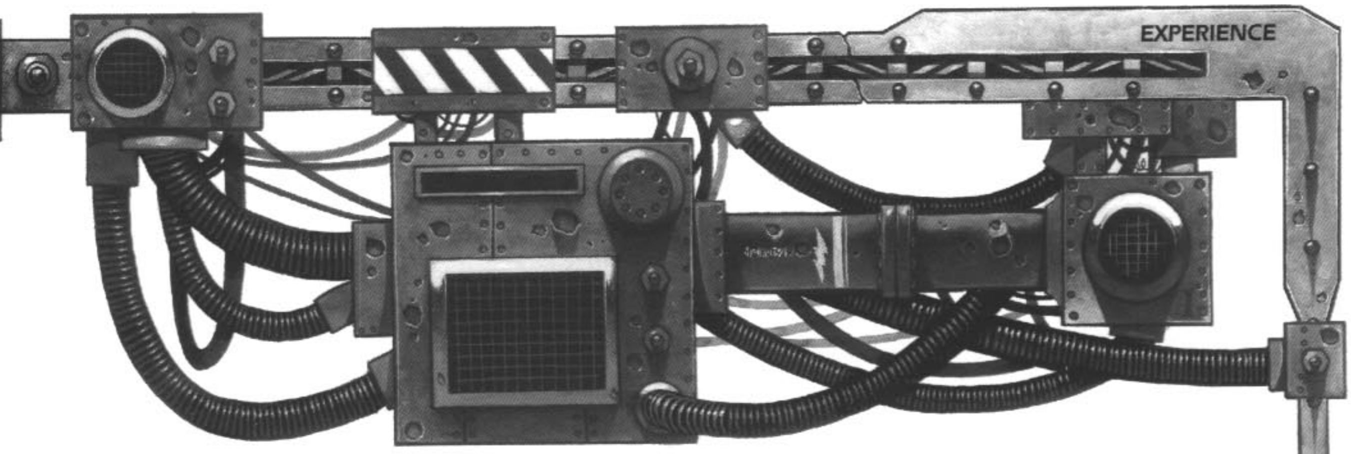


The Scenario section includes full details of the Experience points that can be earned for each scenario.

UNDERDOGS

When a gang fights an enemy gang with a higher gang rating then its fighters earn extra Experience points. The higher the enemy gang's gang rating the more points the underdog earns. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat.

Difference In Gang Rating	Experience Bonus Win/Lose
1-49	+1/+0
50-99	+2/+1
100-149	+3/+2
150-199	+4/+3
200-249	+5/+4
250-499	+6/+5
500-749	+7/+6
750-999	+8/+7
1,000-1,499	+9/+8
1,500+	+10/+9



EXPERIENCE ADVANCES

As fighters earn more Experience points they are entitled to make **Advance rolls**. The table below shows how many Experience points a fighter must earn before he can make a further roll. The roll must be taken immediately after the game when the advance is gained, while both players are present to witness the result.

For example, a newly recruited ganger has 25 Experience points. During his first battle he does well and receives an extra 9 Experience points. This takes his total to 34 and moves him into the next Experience points bracket or level, entitling him to an Advance roll. A further roll is earned when his experience hits 41, 51, 61, 81, etc. You will notice that the amount of experience needed to make advances increases as the fighter becomes more powerful.

JUVES

Once a juve has earned 21 or more Experience points he becomes a fully-fledged ganger. You can replace the model with a ganger model and re-arm the fighter as a ganger rather than a juve. Note that his profile stays the same – however, he is now experienced enough to be a fully-fledged ganger.

Note that when a ganger reaches 61 or more Experience points he does not become a heavy or gang leader but remains a ganger – albeit a particularly tough and dangerous one called a Gang Champion.

EXPERIENCE ADVANCE TABLE

Experience Points	Title	Notes
0-5	Green Juve	
6-10	Juve	
11-15	Juve	
16-20	Top Juve	
21-30	New Ganger	Starting level for Gangers. Juves that reach this level become Gangers.
31-40	Ganger	
41-50	Ganger	
51-60	Ganger	
61-80	Gang Champion	Starting level for Leaders & Heavies
81-100	Gang Champion	
101-120	Gang Champion	
121-140	Gang Champion	
141-160	Gang Champion	
161-180	Gang Champion	
181-200	Gang Champion	
201-240	Gang Hero	
241-280	Gang Hero	
281-320	Gang Hero	
321-360	Gang Hero	
361-400	Gang Hero	
401+	Mighty Ganger	A gang fighter that reaches this level may not advance any further.

ADVANCE ROLLS

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below.

ADVANCE ROLL TABLE

2D6	Result
2	**New Skill.** Choose any of the Skill tables and randomly generate a skill from it.
3-4	**New Skill.** Select one of the standard Skill tables for your gang and randomly generate a skill from it.
5	**Characteristic Increase.** Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
7	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-11	**New Skill.** Select one of the standard Skill tables for your gang and randomly generate a skill from it.
12	**New Skill.** Choose any of the Skill tables and randomly generate a skill from it.

NEW SKILLS

There are seven types of skill and each has its own separate table: Agility, Combat, Ferocity, Muscle, Shooting, Stealth and Techno. If you refer to these tables you'll see that each offers six different skills.

The types of skill that a fighter can have are restricted by the gang's House and whether the fighter is a juve, ganger, heavy or leader. For example, Goliath juves can only take Muscle and Ferocity skills, Goliath gangers can take Muscle, Ferocity and Combat skills, and so on. These restriction are indicated on the Skill tables.

On the roll of a 2 or 12 the fighter can ignore the normal restrictions for his House or type, and select from any of the Skill tables.

To determine a new skill for a fighter, pick the type of skill you want from those available, then roll a D6 to determine which skill has been learned. If you roll a skill that the fighter already has or that he is not allowed to take for any reason, you may pick any skill of that type.

For example, a player rolls a 3 indicating a new skill for a Goliath juve. Referring to the Skill tables he finds that he may choose between Muscle or Ferocity skills. He decides to take a Muscle skill and then rolls a D6, scoring a 3. Muscle skill number 3 is 'Crushing Blow'. This is noted against the fighter's other details on the gang roster.

CHARACTERISTIC INCREASE

An Advance roll of 5-9 will increase one of a fighter's characteristics. For example a roll of 7 increases either Initiative or Leadership. Roll a D6 to see which of the two characteristic increases applies. To continue our example, a roll of 1-3 means the fighter has gained +1 Initiative and a roll of 4-6 indicates he has gained +1 Leadership.

However, characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other permitted characteristic by +1 instead.

	M	WS	BS	S	T	W	I	A	Ld
Maximum Value	4	6	6	4	4	3	6	3	9

Record characteristic increases for each fighter on the gang roster.

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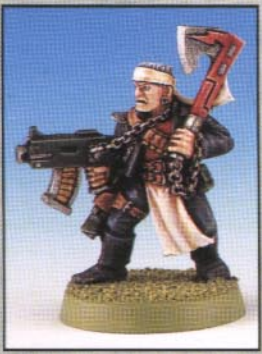
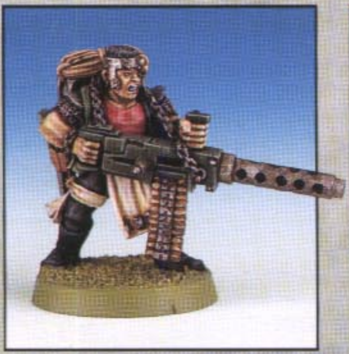
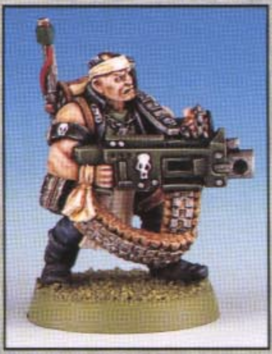
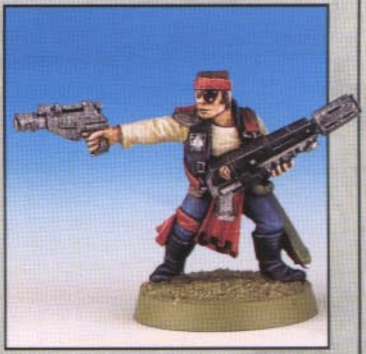
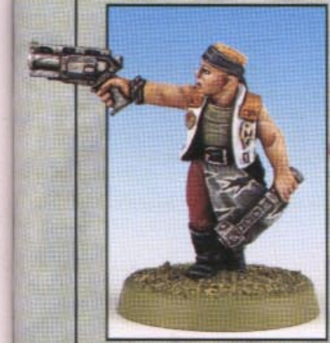
HOUSE ORLOCK

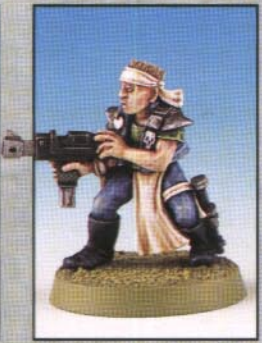

Orlock Gang Leader with boltgun and axe

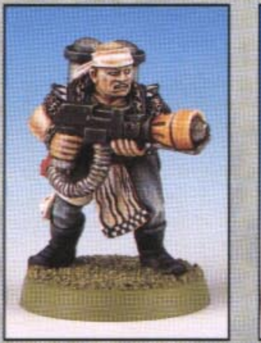

Orlock Heavy with a heavy stubber

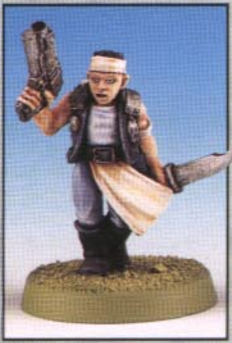

Orlock Heavy with a heavy bolter

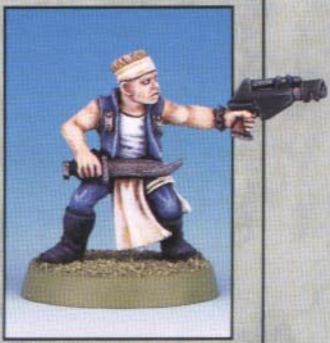

Orlock Gang Leader with melta-gun and laspistol

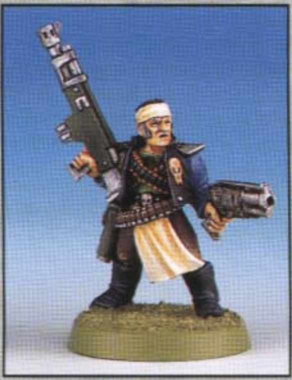

Orlock Juve with stub gun

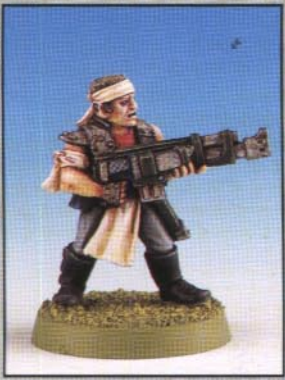

Orlock Juve with autopistol

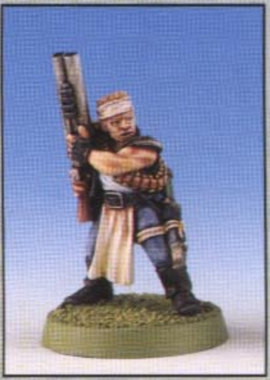

Orlock Heavy with flamer

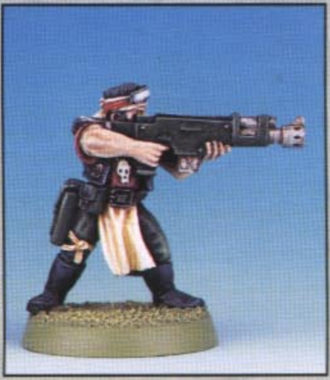

Orlock Juve with stub gun

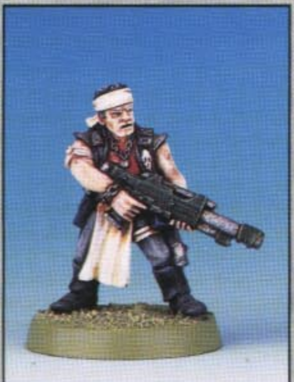

Orlock Juve with laspistol

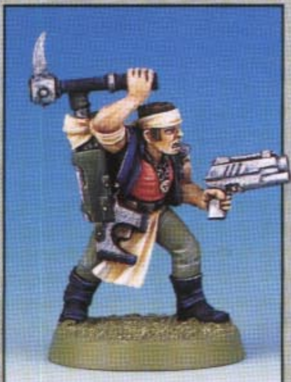

Orlock Ganger with autogun and stub gun

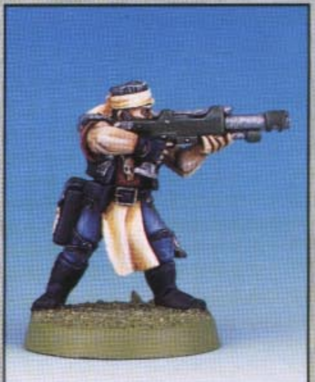

Orlock Ganger with autogun

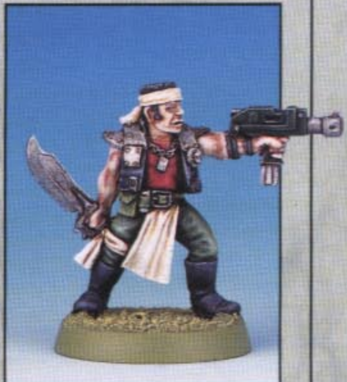

Orlock Ganger with shotgun


Orlock Ganger with autogun


Orlock Ganger with lasgun


Orlock Ganger with stub gun and pick


Orlock Ganger with lasgun


Orlock Ganger with autopistol

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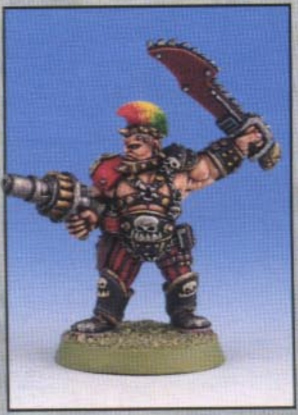
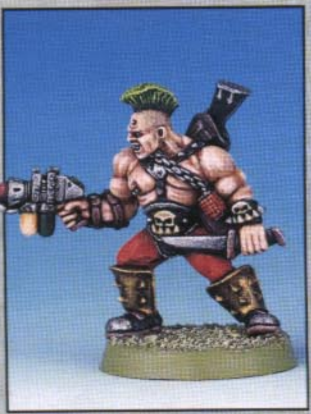
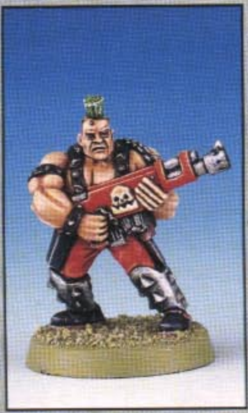
HOUSE GOLIATH

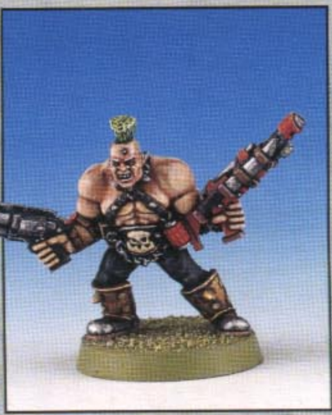
The gangs of the House Goliath occupy some of the deepest and darkest industrial regions of Necromunda, where the heavy atmosphere is thick with dangerous toxic waste and searing heat. In these unforgiving territories, the powerful Goliath gangs dominate by sheer force of will and their strong right arms!

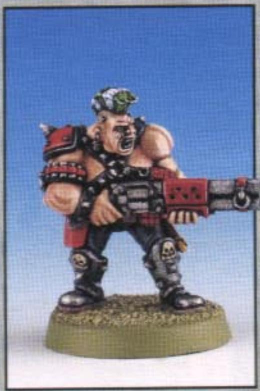
Size and physical prowess are the only attributes the Goliaths value, and they are more than willing to go toe-to-toe with their 'skinny' foes. They have a special dislike for the slim and agile House Escher who they descibe as "just a bunch of stoopid wimmin!".

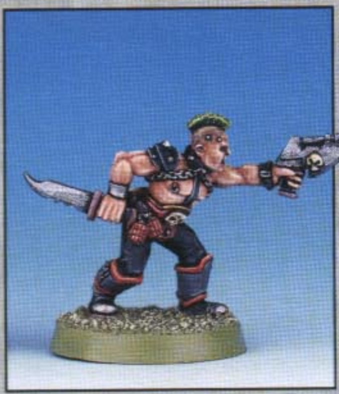

Goliath Leader with chainsword and grenade launcher

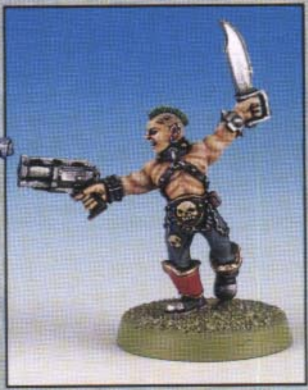

Goliath with hand flamer

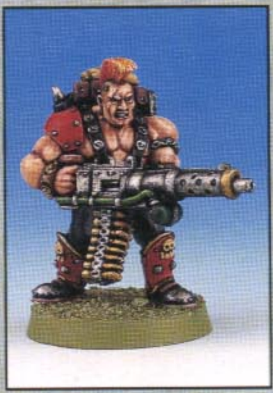

Goliath with autogun

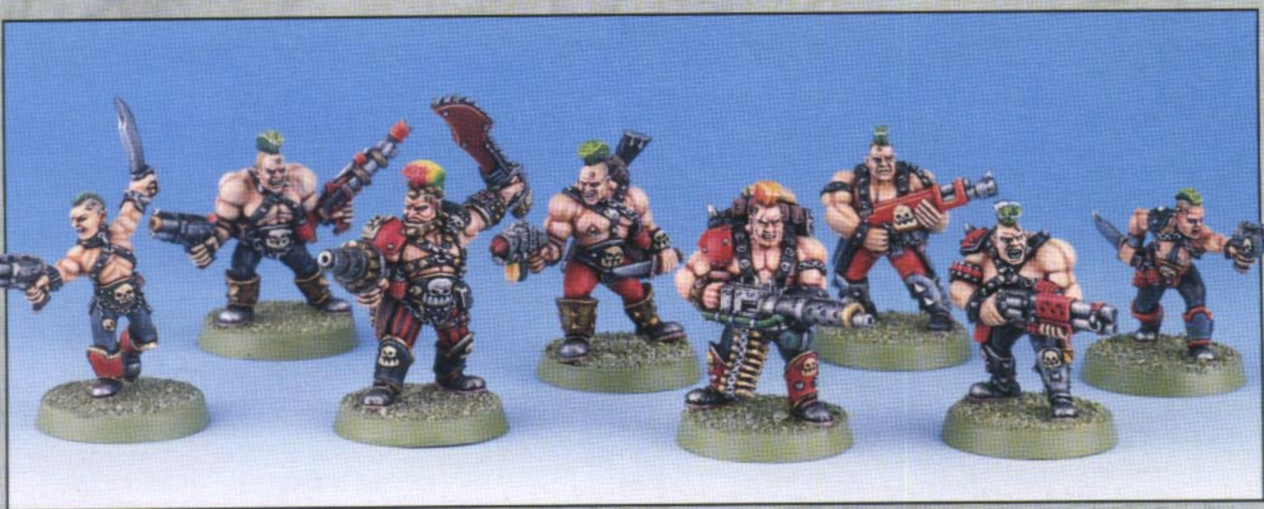

Goliath with lasgun and stub gun


Goliath with shotgun


Goliath Juve with laspistol


Goliath Juve with stub gun


Goliath Heavy with heavy stubber


A Goliath gang

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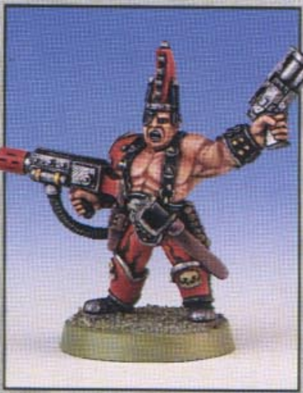
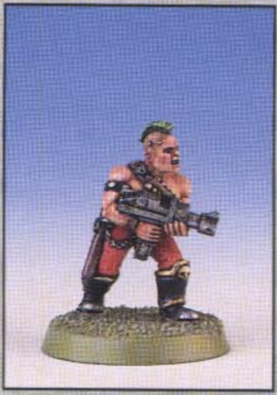
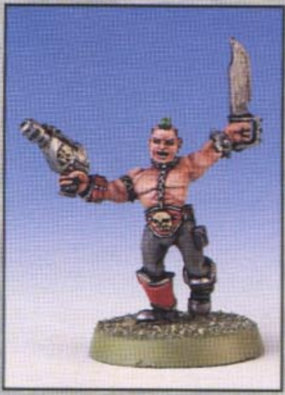
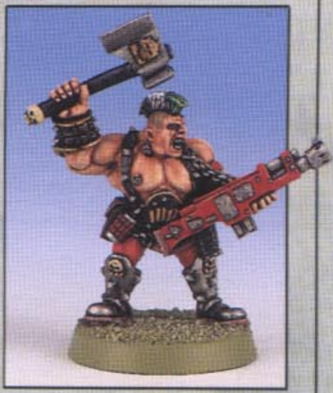
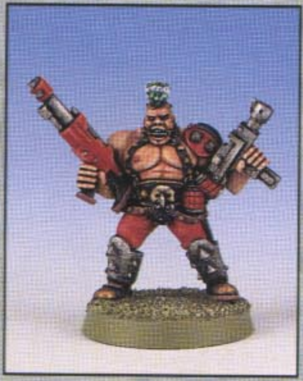
HOUSE GOLIATH

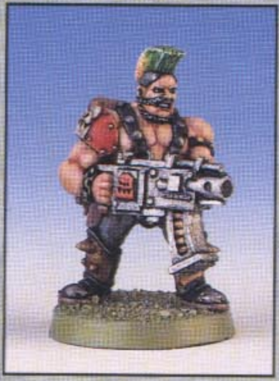

Goliath Leader with melta-gun and stub gun


Goliath Juve with autopistol

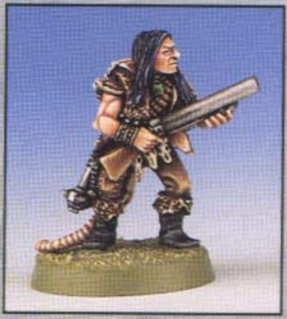

Goliath Juve with laspistol

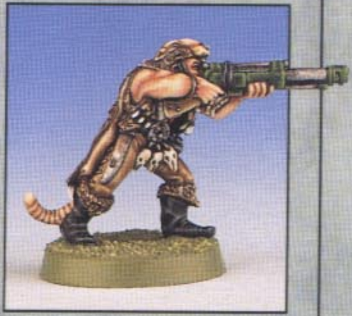

Goliath with autogun and axe

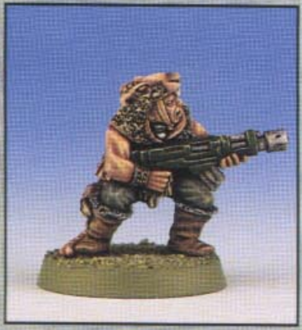

Goliath with lasgun and autopistol

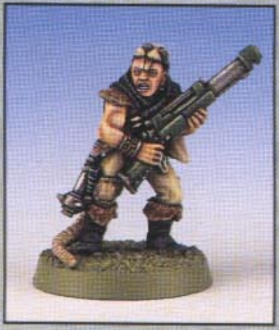

Goliath Heavy with heavy stubber

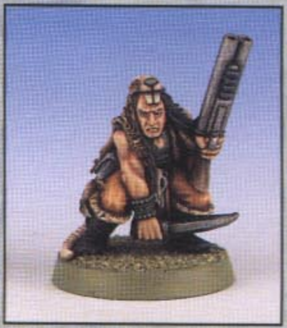
RATSKIN SCOUTS

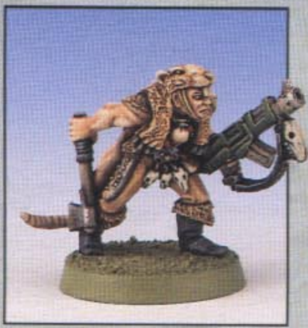

Ratskin with shotgun


Ratskin with lasgun

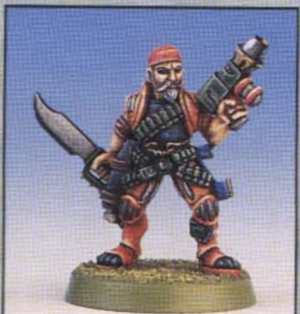

Ratskin with autogun

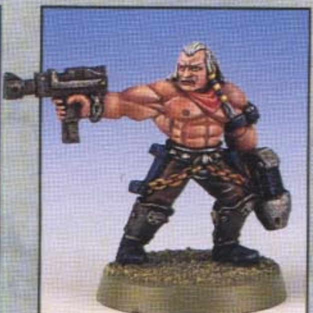

Ratskin with lasgun

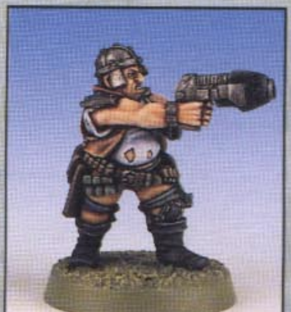

Ratskin with shotgun

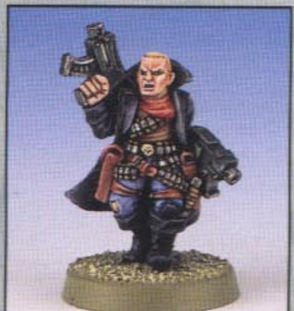

Ratskin with autogun and pick

UNDERHIVE SCUM

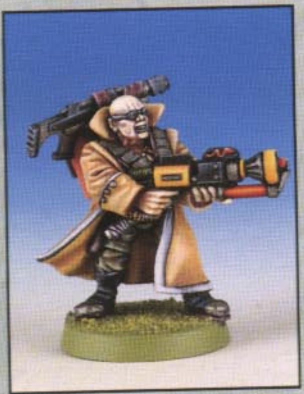

Scum with hand flamer


Scum with autopistol and plasma pistol


Scum with plasma pistol

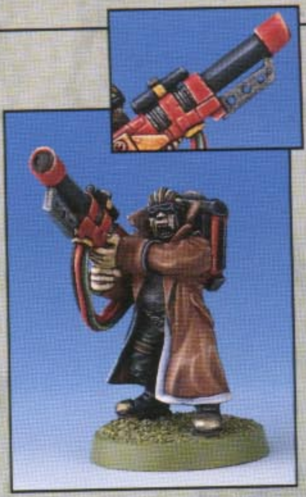

Scum with bolt pistols

HOUSE DELAQUE

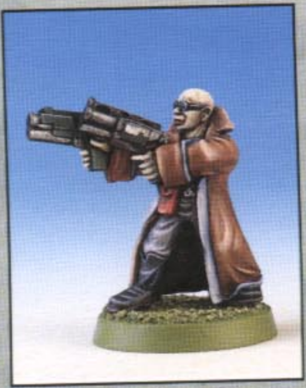


Delaque Heavy with flamer

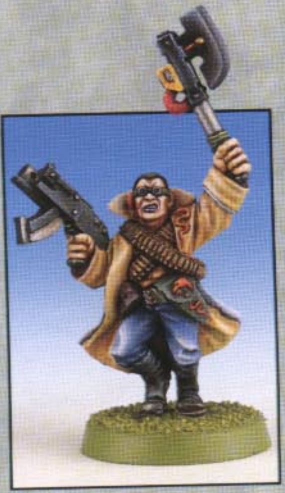
The furtive methods of House Delaque give them a reputation for secrecy and double-dealing in their clandestine relations with the other Houses of Necromunda. They do little to avoid this reputation, in fact, they often play on it to intimidate and terrorise those who would challenge their influence and control. They are particularly guarded of their rumoured contacts with the ruling Houses of Necromunda.



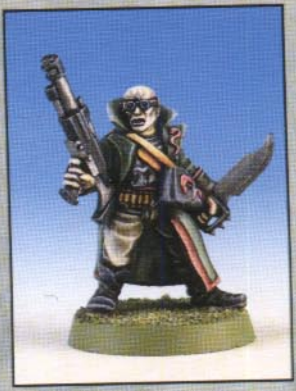
Delaque Heavy with lascannon



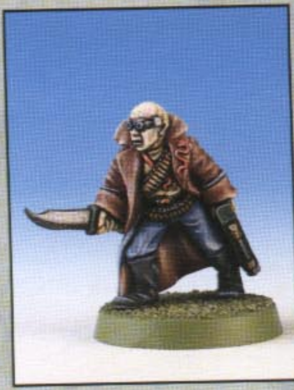
Delaque Juve with stub guns



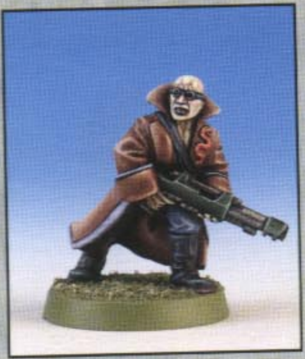
Delaque Leader with boltgun and power axe



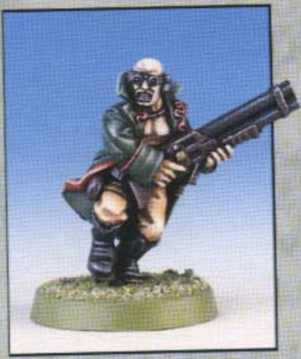
Delaque with lasgun



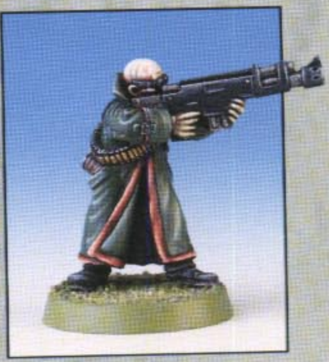
Delaque Juve with stub gun



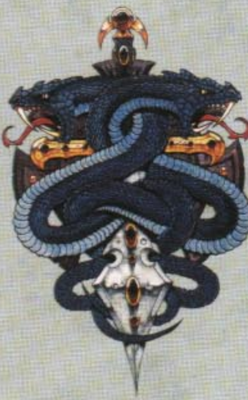
Delaque with lasgun



Delaque with shotgun

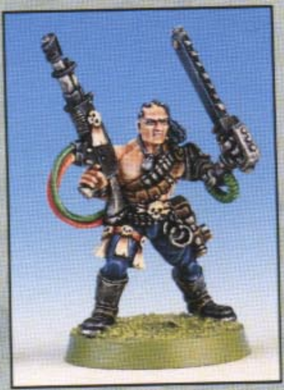


Delaque with autogun

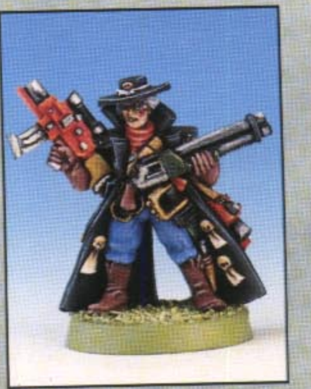


BOUNTY HUNTERS

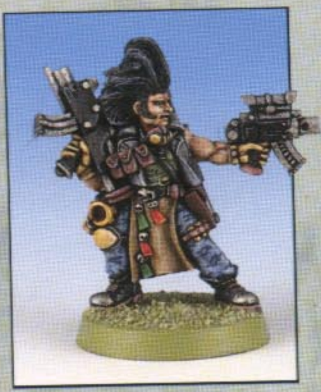
Bounty Hunters are among the toughest and most dangerous of all Underhivers. They survive in the perilous conditions out in the wastes, hunting down renegades and outlaws. When few bounties are available, they will sometimes hire themselves out to gang leaders, but such alliances are always temporary.



Bounty Hunter with bionic arm



Bounty Hunter with shotgun and bionic eye

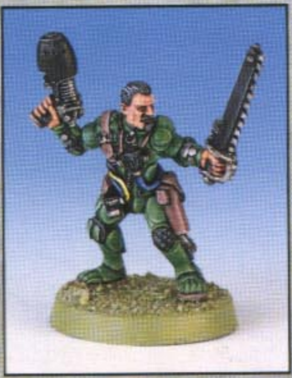


Bounty Hunter with boltgun and bolt pistol

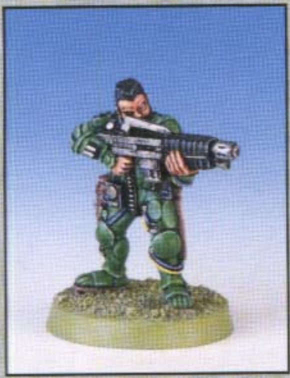
HOUSE VAN SAAR

House Van Saar is the most technically orientated of the Houses of the Underhive and is renowned for the careful workmanship and high quality of its products. Because of this, Van Saar goods are able to fetch a premium price amongst the Noble Houses, making Van Saar the wealthiest House in Hive City.

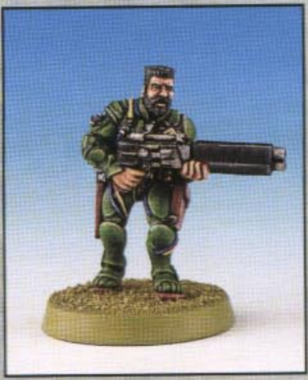
Just like the other Houses, the Van Saar adopt a unique and highly recognisable dress code. This takes the form of a tight-fitting body suit designed to protect the wearer in the Hive environment. Semi-permeable membranes in the suit reduce the loss of body moisture whilst various spots on the material change colour to warn the wearer of airborne toxins and reduced oxygen levels.



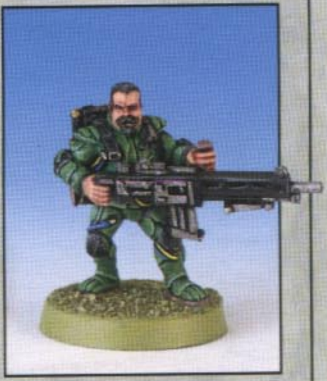
Van Saar Leader with plasma pistol and chainsword



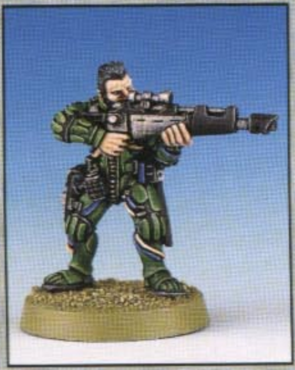
Van Saar with autogun



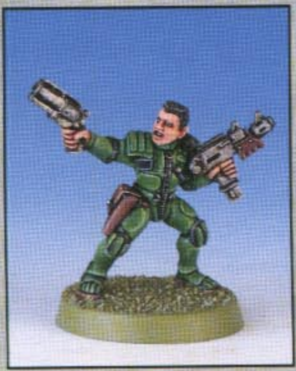
Van Saar with shotgun



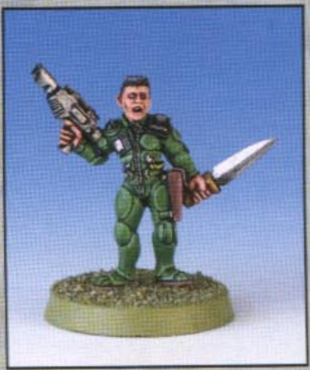
Van Saar Heavy with heavy stubber



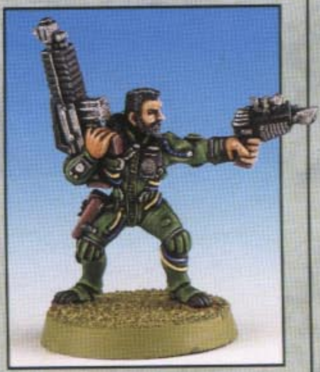
Van Saar with lasgun



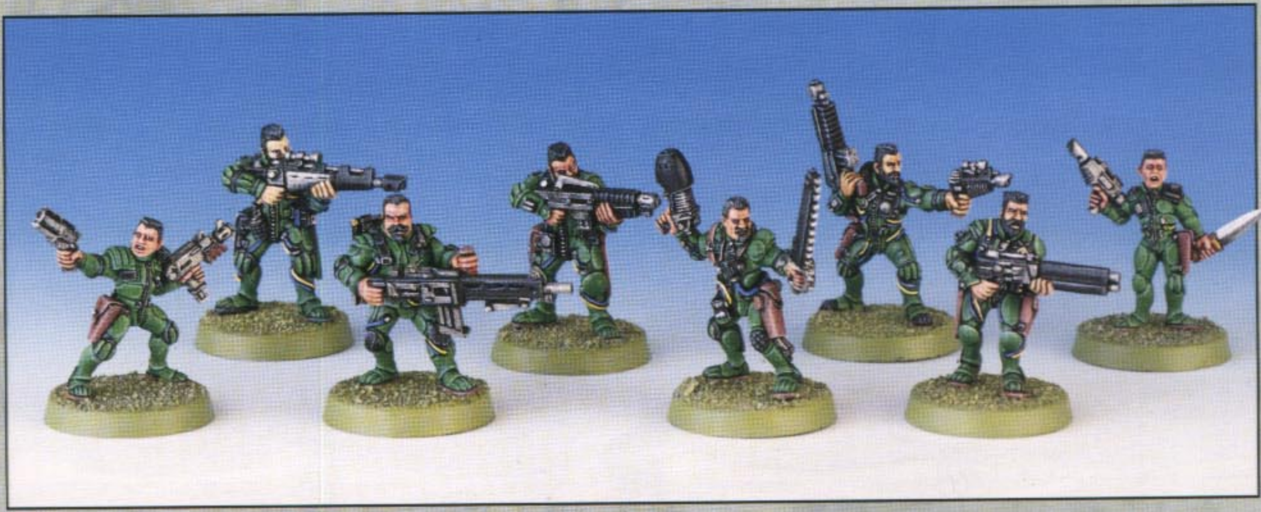
Van Saar Juve with stub gun and autopistol



Van Saar Juve with laspistol



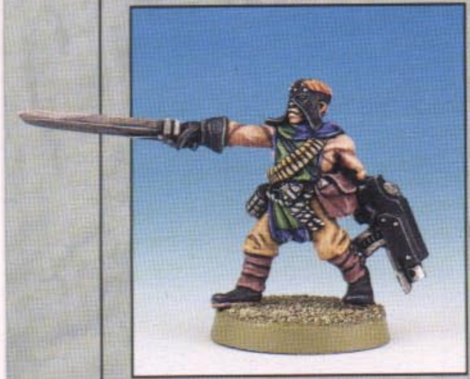
Van Saar with autogun and laspistol

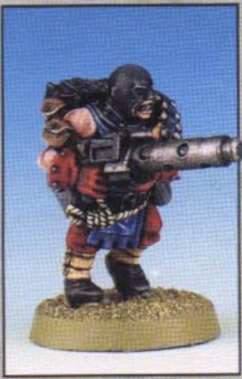


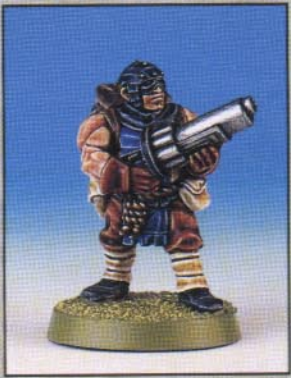
A Van Saar gang

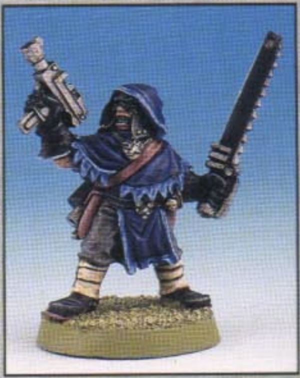
'EAVY METAL™

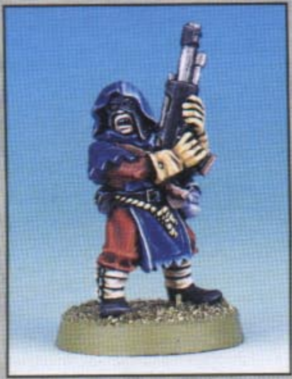
HOUSE CAWDOR

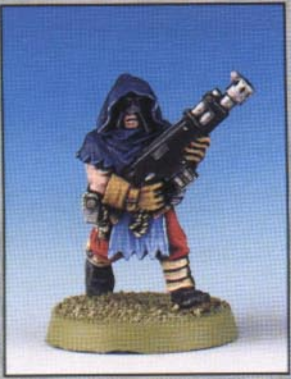

Cawdor leader with boltgun and powersword

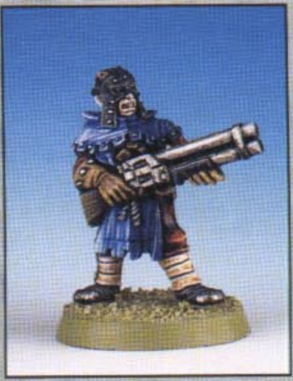

Cawdor Heavy with heavy stubber

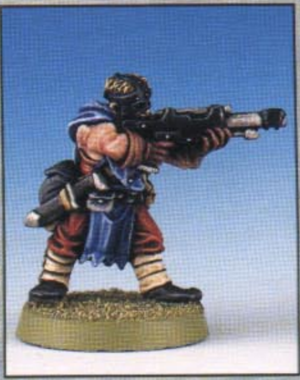

Cawdor Heavy with grenade launcher

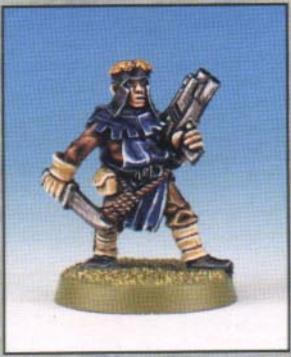

Cawdor leader with autopistol and chainsword

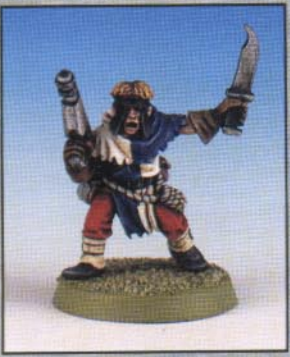

Cawdor with lasgun

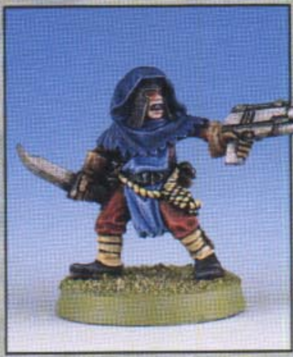

Cawdor with autogun

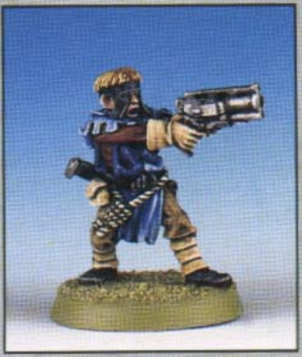

Cawdor with shotgun

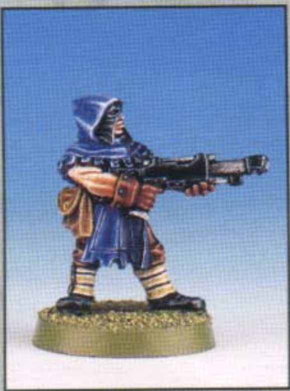

Cawdor with lasgun

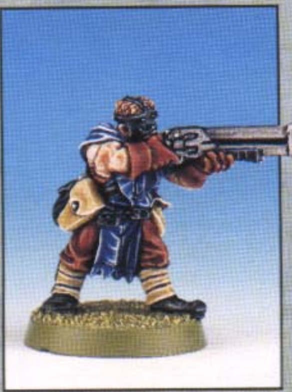

Cawdor Juve with stub gun

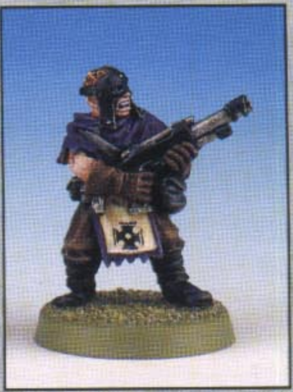

Cawdor Juve with laspistol

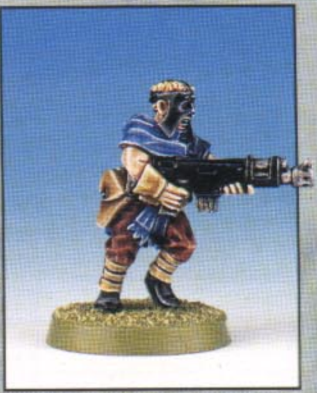

Cawdor Juve with stub gun


Cawdor Juve with stub gun


Cawdor with lasgun


Cawdor with shotgun

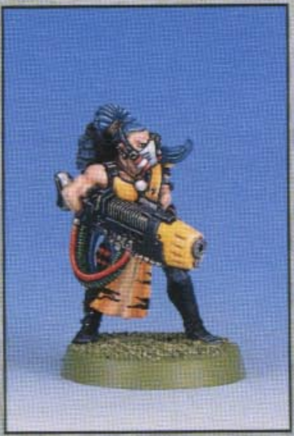

Cawdor with lasgun

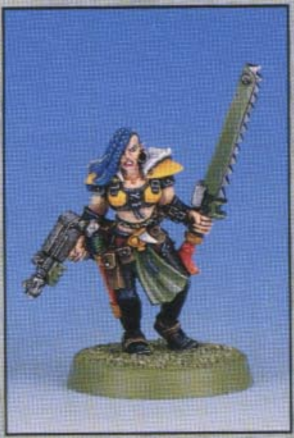

Cawdor with autogun

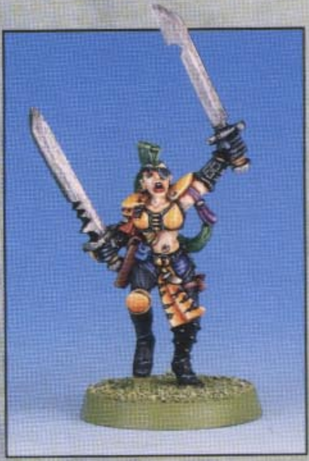
'EAVY METAL™

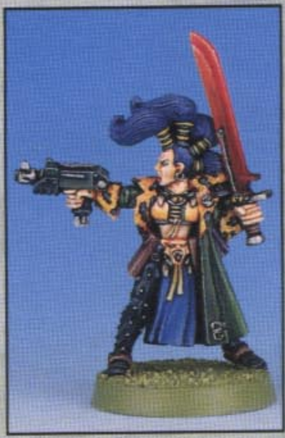
HOUSE ESCHER

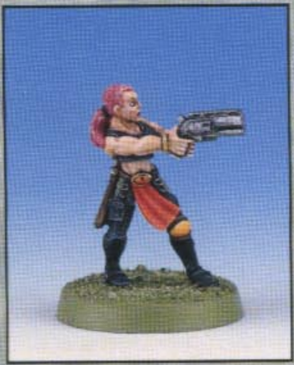
The exotic and flamboyant costumes of House Escher gangs are matched by their agile and ferocious style of fighting. Using their speed and dexterity to quickly close with the enemy, the gangers of House Escher love nothing better than to confront their enemies face-to-face and triumph over them in bloody close combat!

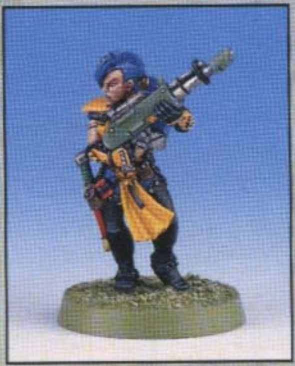

Escher Heavy with heavy plasma gun

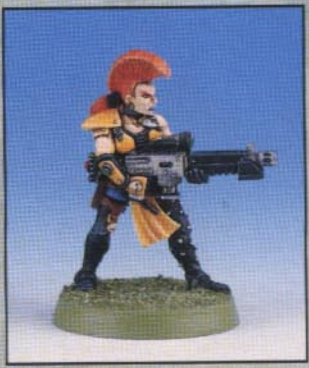

Escher Ganger with autopistol and chainsword

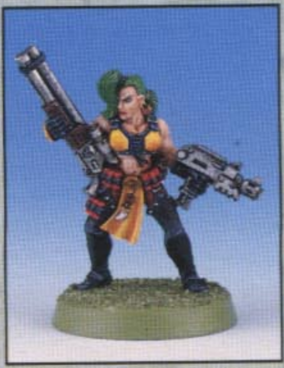

Escher Ganger with two swords

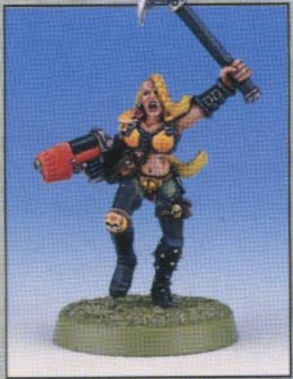

Escher Leader with power sword and autopistol

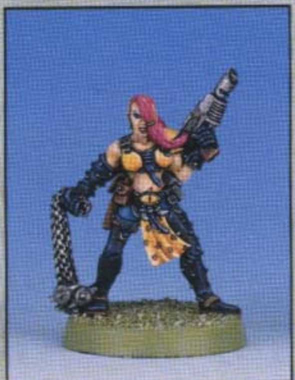

Escher Juve with stub gun

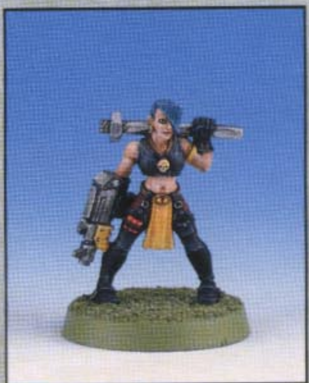

Escher Ganger with lasgun

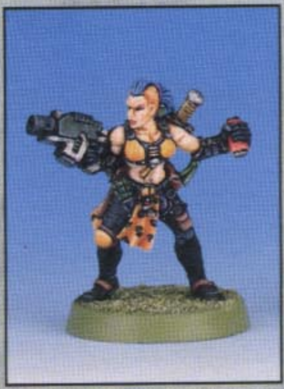

Escher Ganger with autogun


Escher Ganger with shotgun and autopistol


Escher Ganger with plasma pistol and club


Escher Ganger with laspistol and flail


Escher Juve with autopistol and cludgeon

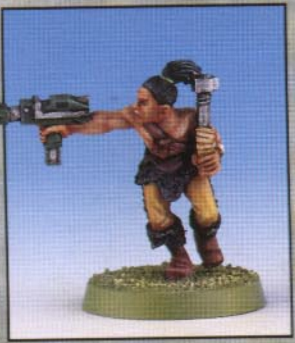

Escher Ganger with bolt pistol and grenade

RATSKIN RENEGADES

Ratskin Shaman

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous downhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the Ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering, and would rather not have anything to do with them. Sadly, the Ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole Ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce Ratskins turn their backs on their own people and become renegades, hunting and killing wherever they can to cleanse the Underhive of intruders. Their vengeful cries pierce the night as they go to war, led by their fierce tribal chief.

Ratskin Chief



Ratskin Brave with autopistol

Ratskin Brave with blunderbuss

Ratskin Brave with musket

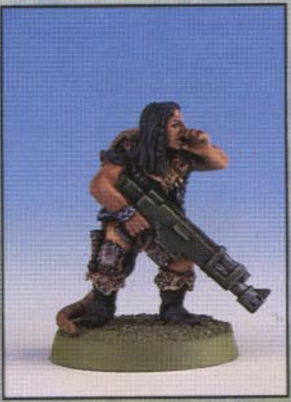
To prove their courage the Ratskin Braves charge the foe, buying time for the war party to move into position...

RATSKIN RENEGADES

Brakar – The Avenger

Among the many inhabitants of the Hive, the Ratskins are often considered to be some of the most peaceful. However, ruthless Underhivers exploit their gentle nature, burning their homes and enslaving their children for profit and gain. Such desperate situations can cause outbreaks of unappeasable rage amongst the Ratskins, who band together as renegades and outlaws to wreak revenge on their oppressors.

One of the most savage figures in Ratskin folklore is Brakar – the Avenger, he that rains death. He stalks the Underhive with his trusty heavy stubber, aiding bands of Ratskin Renegades in their battles against those who would plunder and raze their homes.



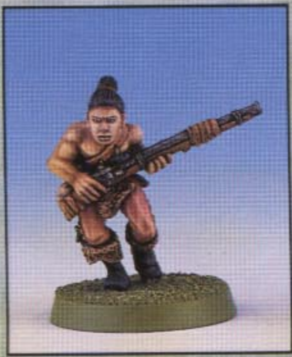
Ratskin with autogun

Ratskin Chief

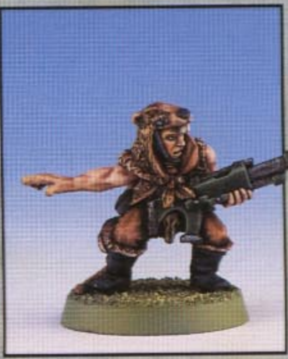
Ratskin Shaman

Ratskin Brave with hand bow

Ratskin Brave with stub gun and knife



Ratskin Brave with musket



Ratskin with lasgun

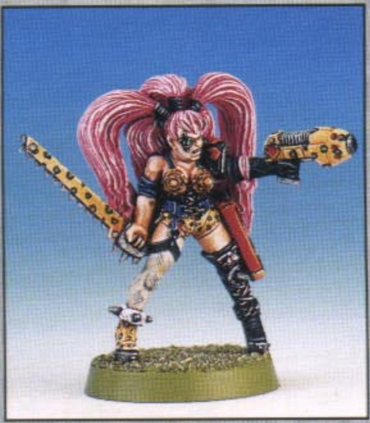
Ratskin with musket

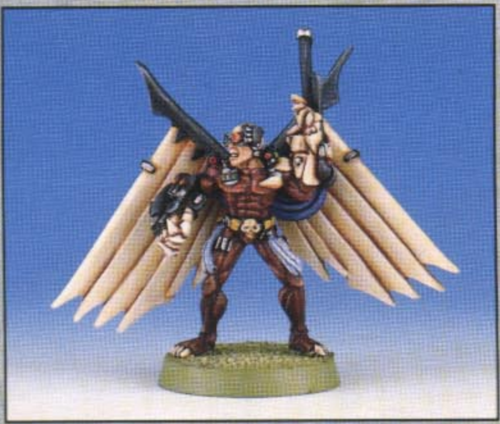
'EAVY METAL™

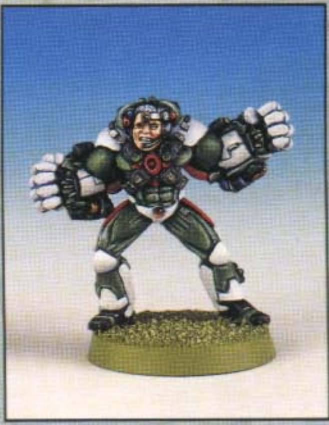
SPYRERS

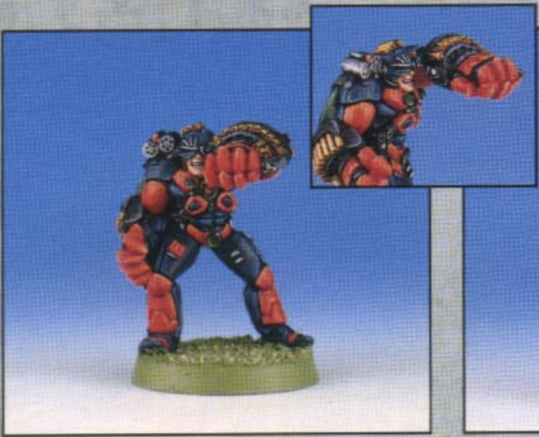
Of all the horrors that plague the Underhive the most feared are the Spyrers. These are the sons and daughters of the Noble Houses of Necromunda, sent below the Wall as a part of their coming of age rite. Armed with exotic weaponry and driven by the need to prove themselves in battle, Spyrers often slaughter whole gangs to fulfil their strange vows.

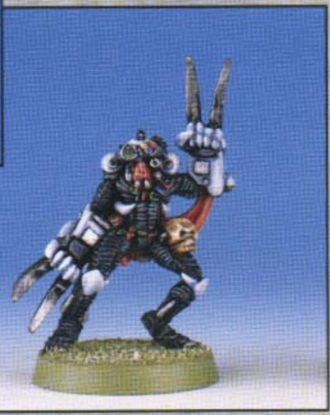
The Spyrers are not the only children of the Spire to wreak terror amongst the hivers. "Mad" Donna was born D'onne Ulanti, daughter to the patriarch of the Noble House Ulanti. Driven insane by the cruel torments of her father she fled the Spire in a bloody escape and just kept going down through the hive until she hit bottom. Underhive dwellers tell many stories of her violent exploits, always dwelling at great length on what a sadistic maniac she is. Beware, these stories are not exaggerated!

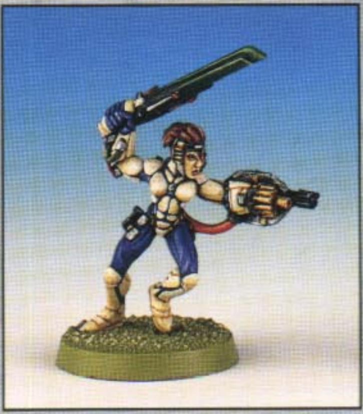

Mad Donna Ulanti

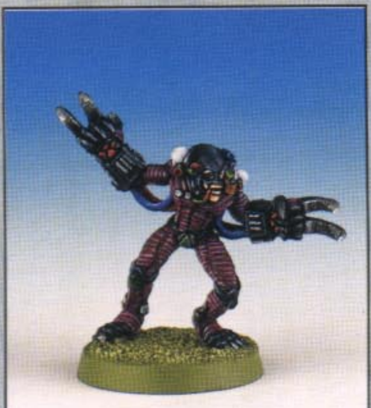

Yeld Spyrer

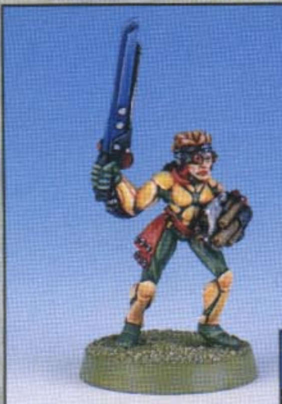

Orrus Spyrer

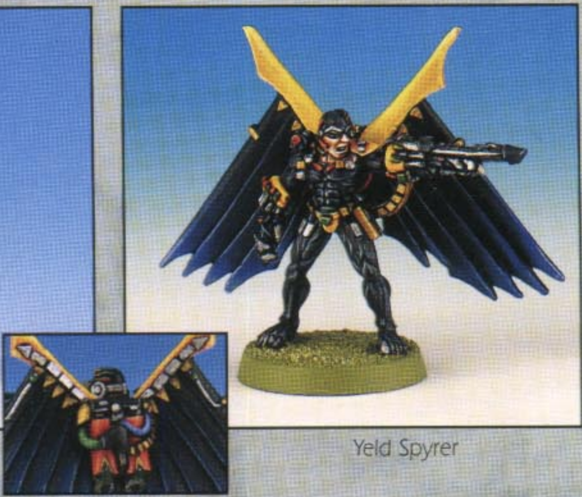

Orrus Spyrer


Malcadon Spyrer


Jakara Spyrer


Malcadon Spyrer


Jakara Spyrer

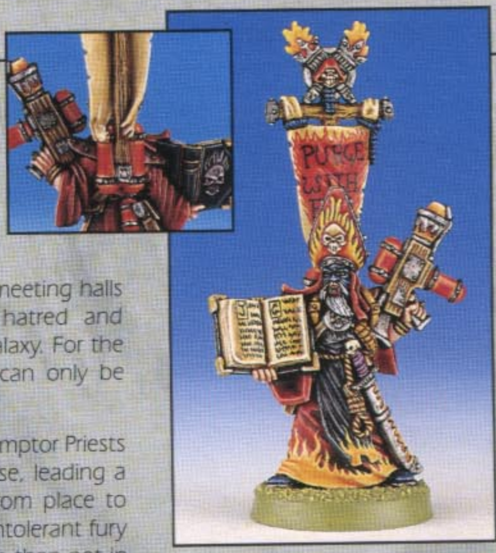

Yeld Spyrer

'EAVY METAL™

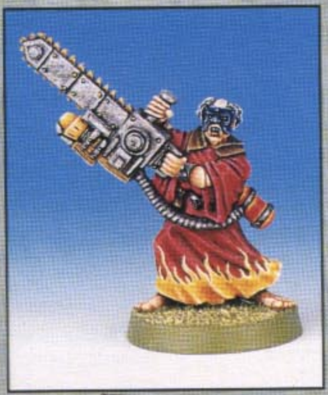
REDEMPTIONISTS

Redemption! Redemption! Through fire and through blood! The cries of the uncompromising Redemptionist priesthood resound through the hive in a hot pulse of anger. On street corners Redemptionist preachers rally the masses with their clarion call of intolerance and hatred. In packed meeting halls and temples Redemptionist priests lead the populace in prayers of hatred and xenophobia, calling for the Emperor's divine wrath to descend upon the galaxy. For the Redemptionists the whole of creation is riven with vile corruption that can only be cleansed through fire, blood and faith.

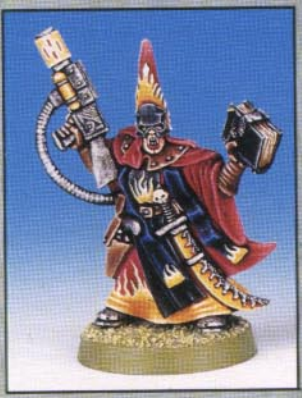
The Arch Zealot of the Redemption is one of the most famous of all the Redemptor Priests in the Underhive. He is a mystic and a prophet for the Redemptionist cause, leading a solitary, hermit-like existence in the Underhive. He wanders constantly from place to place, preaching to Redemptionists and whipping them up into a state of intolerant fury which almost invariably ends at the very least in a lynching, and more often than not in wholesale slaughter and genocide.



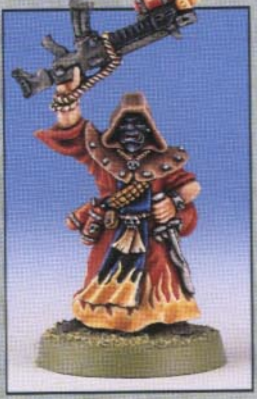
The Arch Zealot of the Redemption



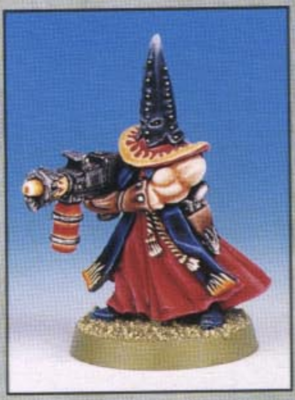
Zealot with eviscerator



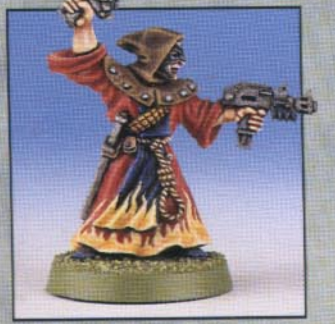
Redemptor Priest with melta-gun



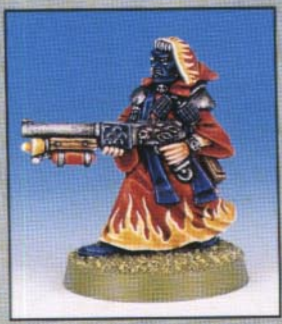
Brethren with autogun and exterminator



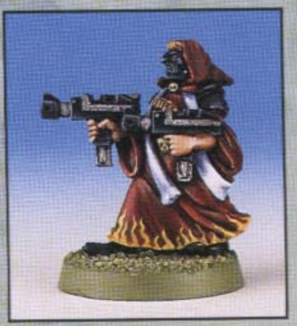
Deacon with flamer



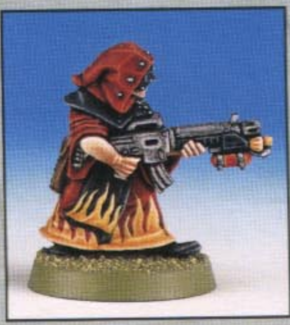
Brethren with autopistol and stub gun



Brethren with shotgun and exterminator



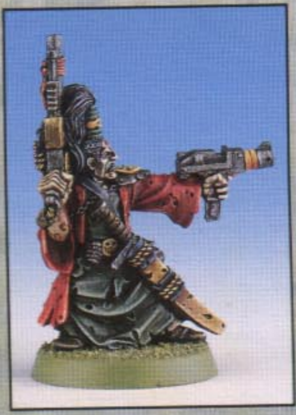
Brethren with two autopistols



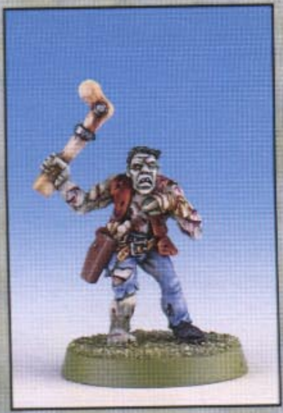
Brethren with autogun and exterminator

SCAVVIES

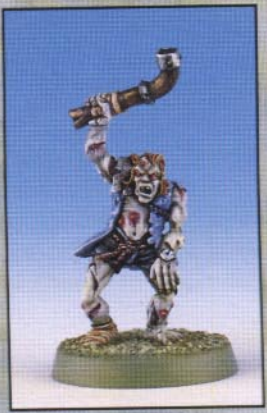
Even amongst the demented and monstrous dwellers of the Underhive, the Scavvies are truly the lowest, the very scum of the sump. Deformed and devolved beyond the ken of what is rightly called humanity, these foul beasts form a new class of creature. Yellow-skinned and covered in disgusting sores, warts, blisters and cracks, Scavvies hide their bodies under scraps of cloth scavenged from dumps and corpses. Crude hooks and peg legs are a common sight, grafted onto arms and legs in order to replace the twisted limbs of the most horribly deformed. Even more inhuman are the Scavvy's allies – the reptilian Scalies and the infected, half-dead Plague Zombies.



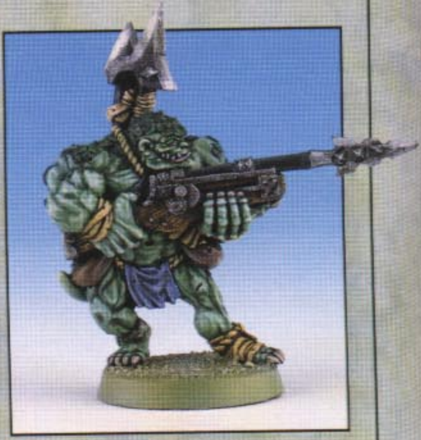
Scavvy Boss with shotgun and autopistol



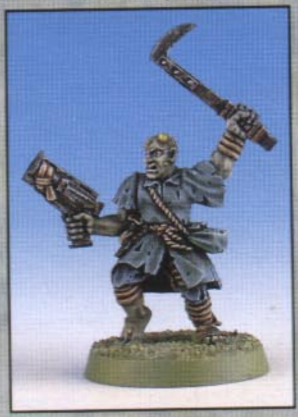
Plague Zombie



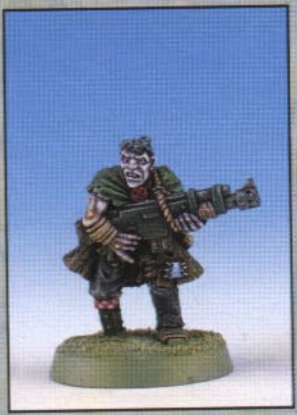
Plague Zombie



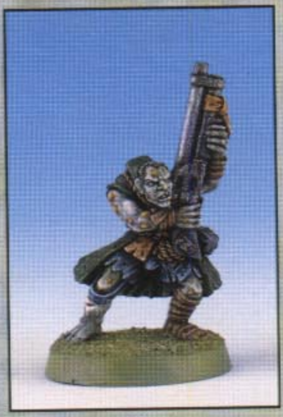
Scaly with spear gun



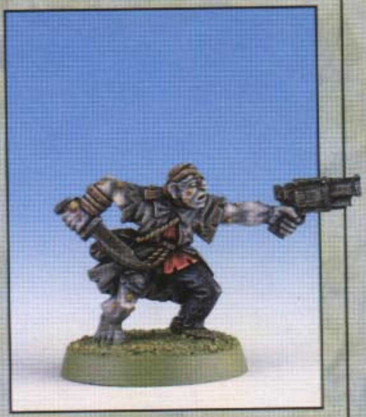
Scavvy with stub gun



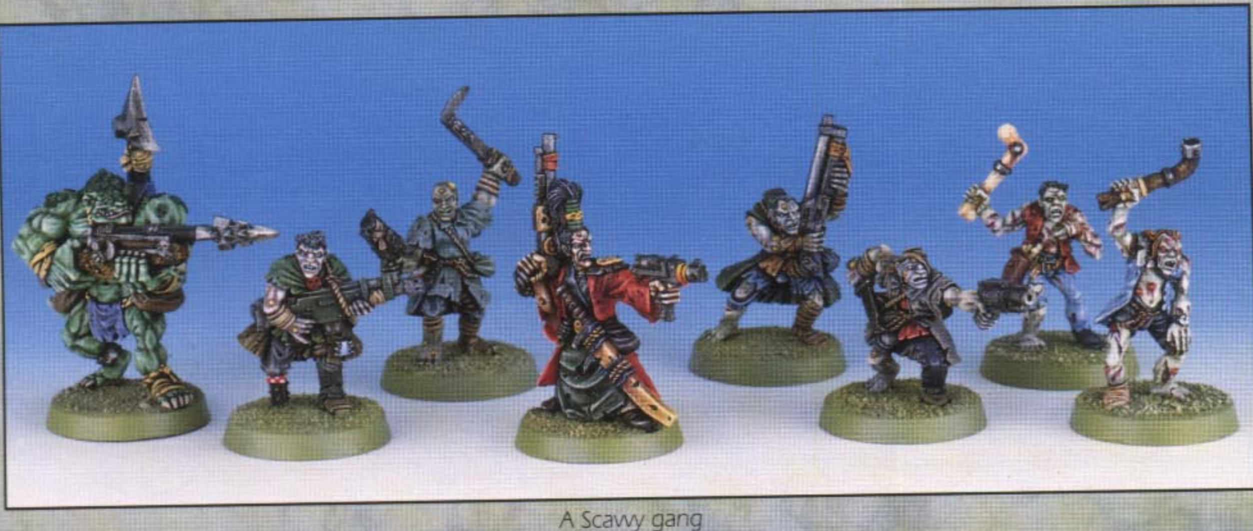
Scavvy with autogun



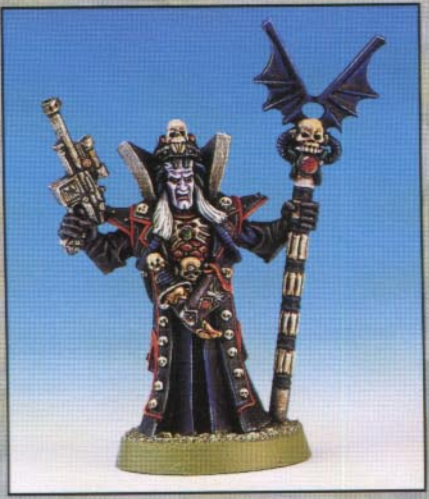
Scavvy with shotgun



Scavvy with stub gun



A Scavvy gang

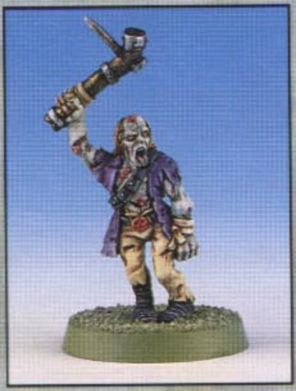


Karloth Valois

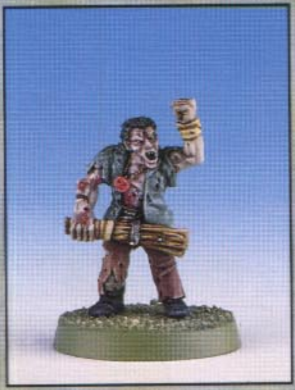
KARLOTH VALOIS AND PLAGUE ZOMBIES

Long ago the Redemptionist Crusade pursued the Zombie Master Karloth Valois into the darkness of The Abyss where he disappeared from the Underhive. However, there are those that maintain he is still alive, occasionally emerging at the head of a pack of foul Plague Zombies to wreak vengeance on those who persecuted and drove him out.

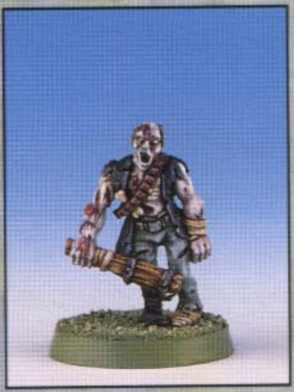
Karloth uses his special psychic abilities to draw sustenance from the souls of the living, leaving them an empty, lifeless husk. In this gruesome fashion he has managed to survive for far longer than any normal man, but his hunger constantly gnaws at him, reaching painful heights if he does not feed frequently.



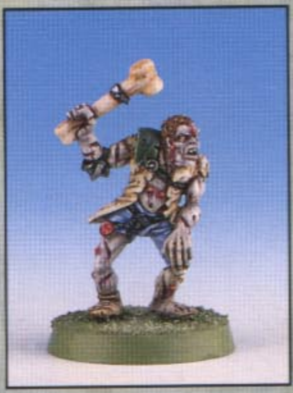
Plague Zombie



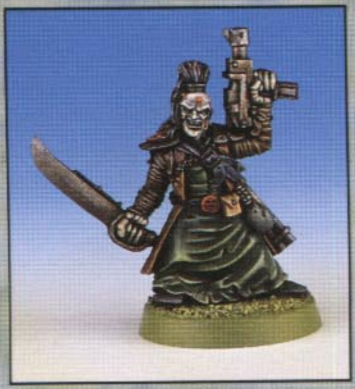
Plague Zombie



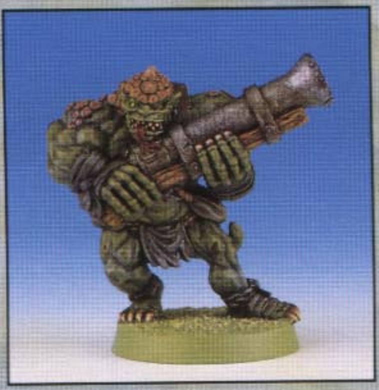
Plague Zombie



Plague Zombie



Scavvy Boss



Scaly with scatter cannon

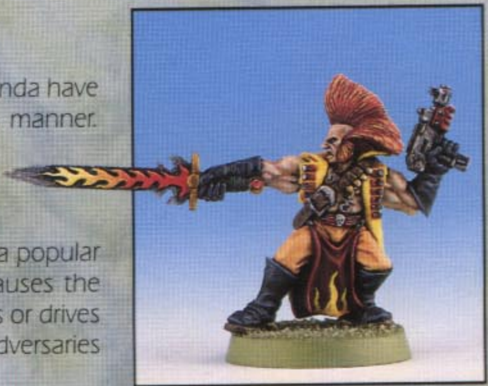
SCAVVIES AND SCALIES

In pursuit of his own dark goals, Karloth has allied himself with the degenerate Scavvies on a number of occasions. In return for swelling their contaminated ranks with his enslaved Plague Zombies, the Scavvies and Scalies provide Karloth with fresh captives to feed his vast and unnatural psychic hunger.

WYRD PYROMANIAC

Many humans have latent psychic powers, but the Wyrds of Necromunda have learned to control their abilities and use them in a direct, conscious manner. They are ruthlessly hunted by the authorities, but this doesn't stop some gang leaders employing them to use their strange powers in battle.

The devastating energies Pyromaniac Wyrds can unleash make them a popular hired gun for the Underhive gangs of Necromunda. Whether he causes the enemy to spontaneously combust, conjures up a raging wall of flames or drives the foe out of cover with punishing gouts of fire from his fingertips, adversaries soon learn to fear the fiery power of the Pyro!

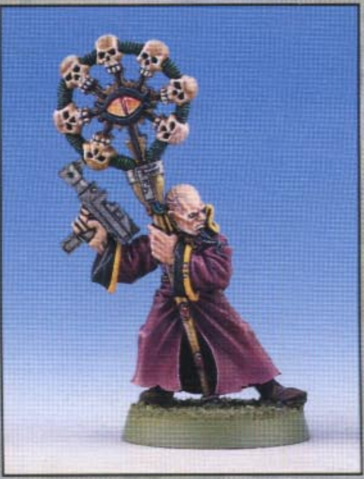


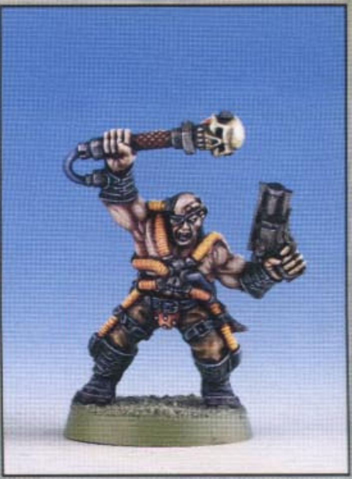
Wyrd Pyromaniac

NECROMUNDA WYRDS

Every day the sinister Black Ships of the Inquisition bring thousands of psykers to Terra. Some are found worthy and become sanctioned members of the Adeptus Astra Telepathica or other wings of the Administratum. For the majority, their fate is less honourable, but just as vital – their souls are fed into the massive Golden Throne that sustains the immense power of the Emperor of Mankind.

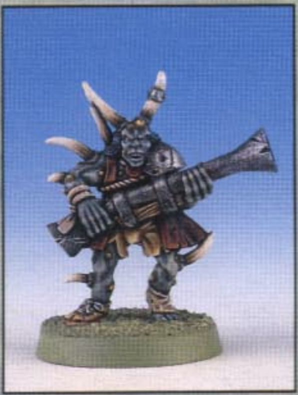
However, no matter how diligent the Inquisition, regardless of the number of witch hunts that sweep whole planets, there are those that escape the hunters. Amongst these are the Wyrds of Necromunda – raw, untrained psykers whose lives and souls are in peril every time they use their strange powers. These abilities manifest themselves in many ways, from the mind-control powers of the Telepath to the psychic manipulation of matter that is the talent of the Telekinetic. No matter what their particular taint, all Wyrds are ruthlessly persecuted and many hide themselves amongst the mass of humanity that crowds the Underhive. Here they are relatively safe and can find service amongst the degenerate gangs who care not for the law.

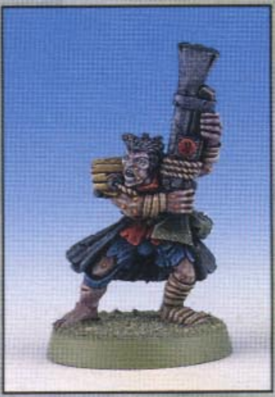

Wyrd Telepath

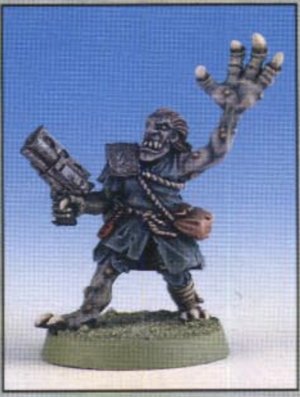

Wyrd Telekinetic

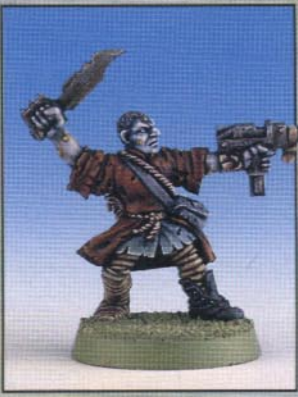
SCAVVIES AND MUTANTS

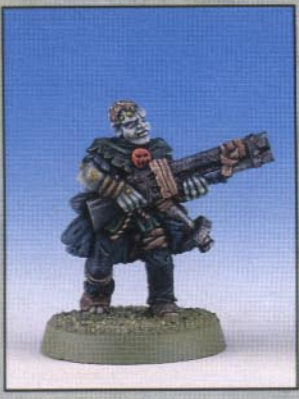
Life in the toxic wastes near the sump is harsh, and strange contagions and pollutants fill the air and water. For generations these contaminants have eaten away at the genetic structure of the Scavvies, creating foul, misshapen mutants.

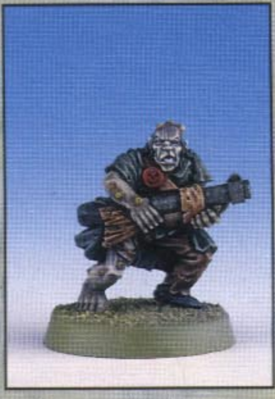

Scavvy mutant with spikes

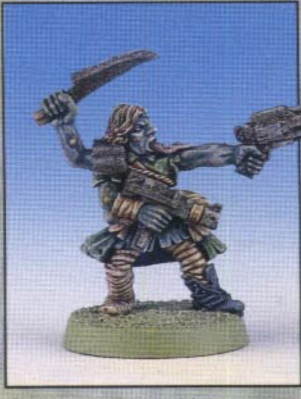

Scavvy with blunderbuss

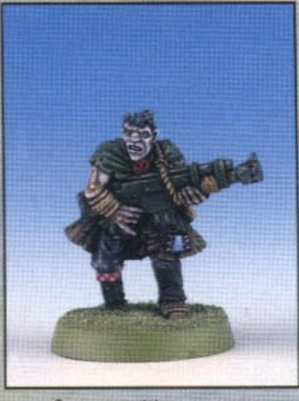

Scavvy mutant with claw


Scavvy with autopistol


Scavvy with shotgun


Scavvy with shotgun


Scavvy mutant with extra arm


Scavvy with autogun

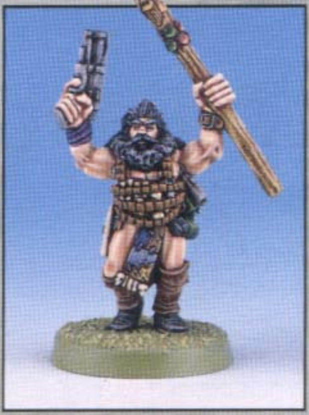
BEASTMASTER WYRDS

A Beastmaster Wyrd forms an uncanny bond with the wild creatures of the Underhive. Wherever he goes, he is always accompanied by a small swarm of Milliasaurs, Ripper Jacks or Giant Rats, who are attracted and directed by his powerful psychic abilities.

Beastmaster Wyrd

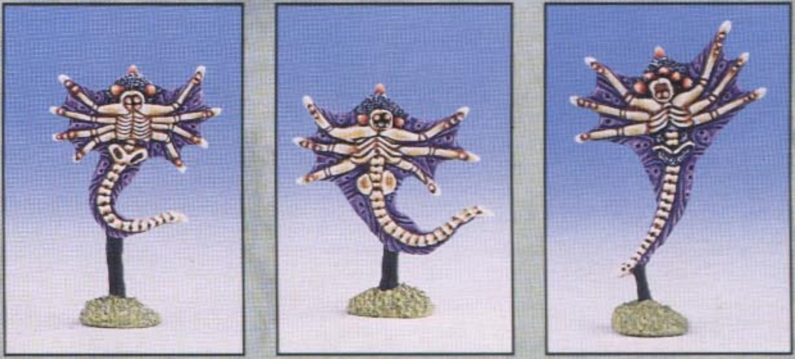
Milliasaurs

Giant Rats



Beastmaster Wyrd

Beastmaster Wyrd

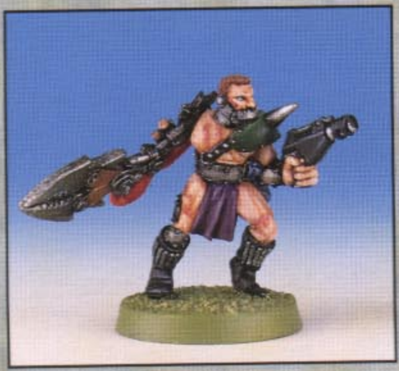


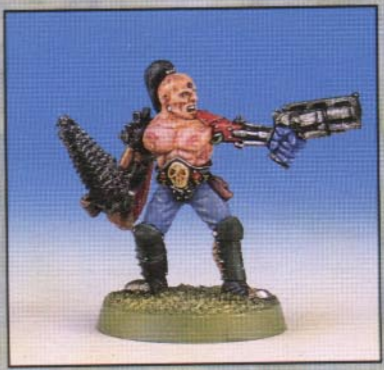
Ripper Jacks

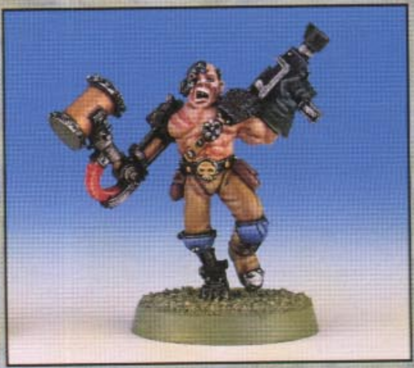
'EAVY METAL™

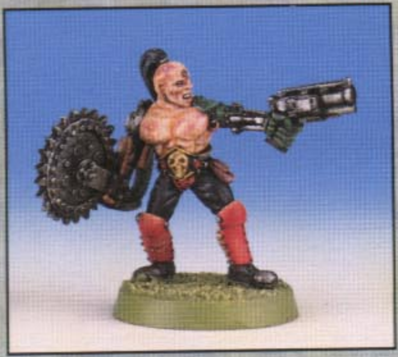
PIT SLAVES

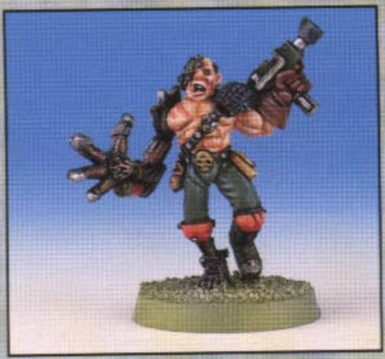
Many of the Guilder slaves of Necromunda find themselves "modified" by their masters – limbs are altered or simply lopped off and replaced with heavy industrial equipment, turning the hapless victim into a nightmare mannikin of steel and flesh. Of course, these devices also make very handy weapons, and so when one of these slaves manages to escape he will often find himself in high demand by gang leaders with a few creds to spare.

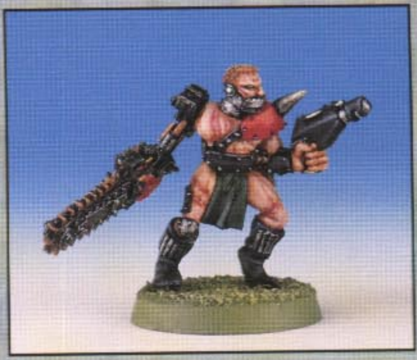

Pit slave with shears and laspistol

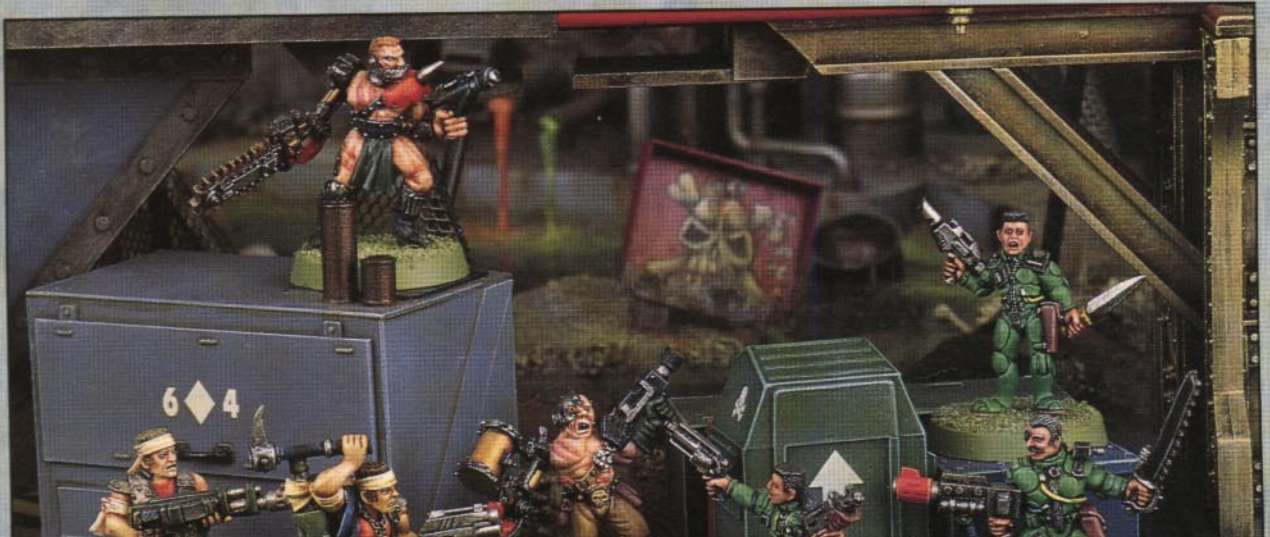

Pit slave with rock drill and stub gun


Pit slave with hammer and autopistol


Pit slave with buzz saw and stub gun


Pit slave with claw and autopistol


Pit slave with chainsaw and laspistol



The Van Saars' fancy weapons are of little use against the brute force of the Orlocks' pit slave allies.

SKILL TABLES

The Skill tables are used to randomly determine skills earned as advances. If you roll a 2 or 12 on the Advance table then you can make a roll on any of the Skill tables on the following pages. Otherwise, your fighter is restricted to specific Skill tables depending upon his House and whether he is a juve, ganger, heavy or leader.

The different characters of the six Houses means that they all have areas of strength and weakness in relation to the skills that are commonly available to them. For example, Goliaths encourage a spartan and rugged lifestyle and Goliath fighters are often physically strong and ferocious. Conversely, they are not very agile or stealthy.

Similarly, a fighter's age and experience count for a great deal in terms of what skills he is able to learn.

The chart below shows what kind of skills are commonly available to fighters of the different Houses. To use the chart, cross reference the fighter against the skill type. If the column is marked '✓' then you can roll on that Skill table. A blank column indicates that you cannot roll for that type of skill unless you rolled a 2 or 12 on the Advance table.

SKILL TYPES AVAILABLE

HOUSE/FIGHTER

CAWDOR	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	✓	✓	-	-	-	-
Gangers	✓	✓	✓	-	-	-	-
Heavies	-	-	✓	✓	✓	-	✓
Leader	✓	✓	✓	✓	✓	-	✓

ESCHER	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	✓	✓	-	-	-	-	-
Gangers	✓	✓	-	-	-	✓	-
Heavies	✓	-	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

DELAQUE	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	-	-	✓	✓	-
Gangers	✓	-	-	-	✓	✓	-
Heavies	-	-	-	✓	✓	✓	✓
Leader	✓	✓	✓	-	✓	✓	✓

GOLIATHS	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	✓	✓	-	-	-
Gangers	-	✓	✓	✓	-	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	-	✓	✓	✓	✓	✓	✓

ORLOCKS	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	✓	-	✓	-	-
Gangers	-	✓	✓	-	✓	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

VAN SAAR	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	-	-	✓	-	✓
Gangers	-	✓	-	-	✓	-	✓
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

AGILITY SKILLS

1. **Catfall.** A model with the Catfall skill halves the distance fallen when calculating the strength of any hits which result from falling. Round fractions down.

2. **Dodge.** A model with this skill receives a 6+ saving throw against hits from shooting or in hand-to-hand combat. This is an unmodified save – ie, it is not affected by a weapon's armour save modifier. The save is taken separately and in addition to any saves for armour.

   If a model successfully dodges from a weapon which uses a template or blast marker then move the model up to 2". As long as his move gets him outside the template area the fighter avoids the hit. Otherwise he may still be hit, even though he has dodged successfully.

3. **Jump Back.** At the start of any hand-to-hand combat phase the model may attempt to disengage from combat by jumping back. Roll a D6. If the score is less than the model's Initiative it may immediately jump back 2" leaving any hand-to-hand opponents behind. If the score is equal to or greater than the model's Initiative it must remain and continue to fight as normal.

4. **Leap.** The model may leap D6 inches during the movement phase **in addition** to his normal movement. He may move and leap, run and leap or charge and leap, but he can only leap once during the turn.

   A leap will take the model over any man-high obstacle without penalty, including enemy models. In addition, the model can leap out of hand-to-hand combat at the end of any hand-to-hand combat phase without suffering any penalty whatsoever.

   The leap may be used to jump across gaps, but in this case the player must commit the model to making the leap before rolling the dice to see how far the model jumps. If the model fails to make it all the way across, then it falls through the gap.

5. **Quick Draw.** A model with this skill can double its Initiative when it makes a fast draw in a gunfight. See the *Gunfight* scenario to find out how this works.

6. **Sprint.** The model may triple its movement rate when it runs or charges, rather than doubling it as normal.

COMBAT SKILLS

1. **Combat Master.** If the model is attacked by multiple opponents in hand-to-hand combat then it can use the enemies' numbers against them. For each opponent over one, add +1 to the model's Weapon Skill.

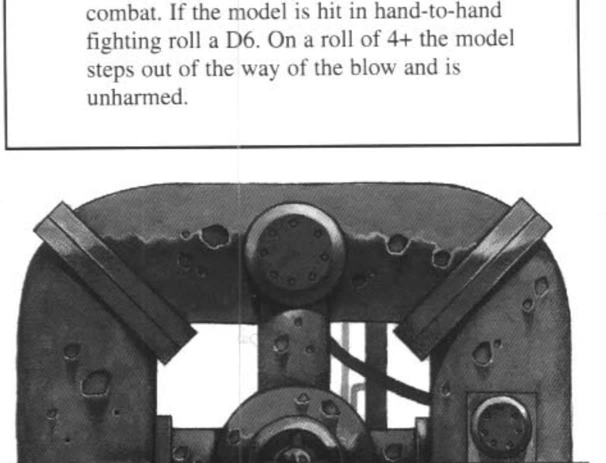
2. **Disarm.** The model may use this skill against one close combat opponent at the start of the hand-to-hand combat phase. Roll a D6. On a roll of 4+ the enemy automatically loses one weapon of your choice. This weapon is destroyed and can no longer be used – it is deleted permanently from the gang roster. A model is always assumed to have a knife, even if he has been disarmed of all his other weapons.

3. **Feint.** The model may 'convert' any parries it is allowed to use into extra attacks at +1 A per parry. The attack is used instead of the parry. The model may choose to feint or parry each time it attacks (eg, you could parry one time and feint the next).

4. **Parry.** A model with the Parry skill may parry in hand-to-hand combat even if he does not have a sword or another weapon suitable for parrying. The model knocks aside blows using the flats of his hands or the haft of his weapon. If the model has a weapon that may parry, it may force an opponent to re-roll up to 2 Attack dice when parrying, rather than just 1.

5. **Counter Attack.** If a model carries a sword he is normally able to parry (force his opponent to re-roll his best Attack dice). However, a parry is cancelled out if the opponent is also armed with a sword or has the Parry skill as described above. If a fighter has the Counter Attack skill and his parry is cancelled for whatever reason, then he may make a Counter Attack – roll an extra Attack dice immediately.

6. **Step Aside.** The model has an uncanny ability to step aside and dodge blows in hand-to-hand combat. If the model is hit in hand-to-hand fighting roll a D6. On a roll of 4+ the model steps out of the way of the blow and is unharmed.

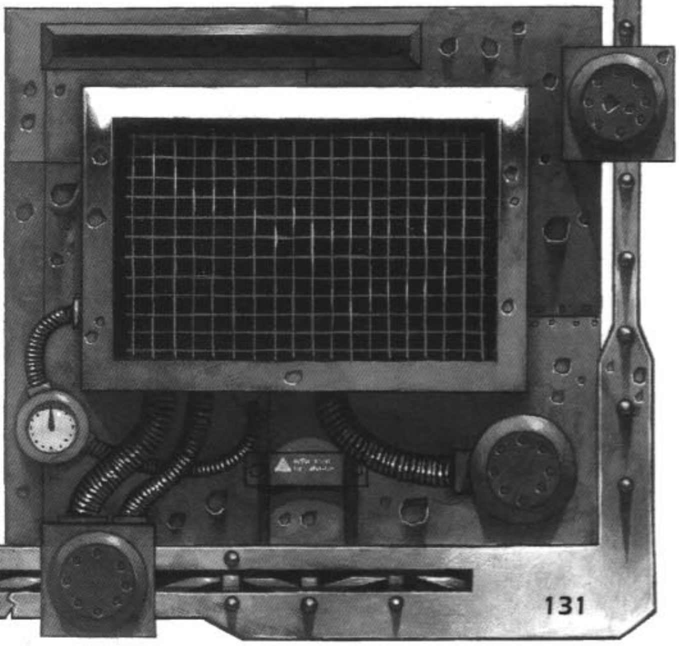


FEROCITY SKILLS

1. **Berserk Charge.** A model with this skill rolls double the number of Attack dice on its profile in the turn when it charges. However, a model making a berserk charge may not parry that turn.
2. **Impetuous.** If a model has this skill he may increase the range of his follow-up move in hand-to-hand combat from 2" to 4".
3. **Iron Will.** Only the gang leader may have this skill. It allows you to re-roll a failed Bottle roll as long as the leader is not down or out of action.
4. **Killer Reputation.** A model with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. This causes *fear* and the enemy must take a psychology test for fear as appropriate.
5. **Nerves of Steel.** If the model fails a dice roll to avoid being pinned it may make the roll again.
6. **True Grit.** Treat a roll of 1 or 2 as a flesh wound when rolling for the extent of injuries. A roll of 3-5 indicates the model has gone down, and a roll of 6 means it is out of action, as normal. When using special injury charts (needle guns, for example) add 1 to the lowest result band in the same way as above.

MUSCLE SKILLS

1. **Body Slam.** The model adds +2 to its WS in the turn when it charges instead of only +1.
2. **Bulging Biceps.** This skill may only be taken by a heavy. The heavy is allowed to move and shoot with weapons that would normally restrict the model to either moving or shooting. However, if the model moves and shoots in the same turn it suffers a -1 to hit penalty.
3. **Crushing Blow.** A model with Crushing Blow skill has a +1 Strength characteristic bonus in hand-to-hand combat. As a fighter's own Strength is used as the basis for calculating the strengths of hand-to-hand weapons the bonus will apply to all such weapons.
4. **Head Butt.** If the model inflicts 2 or more hits in hand-to-hand combat then he may choose to exchange all hits for a single hit with a further strength bonus. The bonus equals +1 for each extra hit scored, so you could exchange 2 S4 hits for a single S5 hit, or 3 S4 hits for a single S6 hit, and so on.
5. **Hurl Opponent.** If you win a round of combat, instead of hitting your opponent you can throw him D6" in the direction of your choice. The thrown model takes a single hit equal to half the distance rolled. If it hits a solid object (such as a wall) before it reaches the full distance thrown it will stop there. If it hits another model, then both models take a hit equal to half the distance rolled. Note that the best way to use this skill is to throw opposing models off tall buildings!
6. **Iron Jaw.** If a model with this skill is hit in hand-to-hand combat reduce the strength of each hit suffered by 1 point.



SHOOTING SKILLS

1. **Crack Shot.** A model with this skill can re-roll the Injury dice when rolling injuries he has inflicted by shooting. You must accept the result of the second roll regardless of the result.

2. **Fast Shot.** If a model has Fast Shot skill he may shoot several times in the shooting phase and not just once as normal. The model can shoot as many times as his Attacks characteristic. He can shoot at the same target or at separate targets as you wish.

   This skill may only be used with pistols and basic weapons. It may not be used with special or heavy weapons as they are far too cumbersome.

3. **Gunfighter.** The model can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he carries two pistols. If he carries a basic, special or heavy weapon he always requires one hand to hold this and so cannot use two pistols at once.

4. **Hip Shooting.** The model is allowed to shoot even if it ran in the same turn. However, if it does so it suffers a -1 to hit modifier and cannot count any bonuses from sights. Note that it is impossible to run and shoot with a heavy weapon, even with the Hip Shooting skill.

5. **Marksman.** A model with the Marksman skill may ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see.

   In addition, a model with the Marksman skill may shoot at targets at extreme range – this is between normal maximum range and half as far again. For example, a lasgun has a normal maximum range of 24" and an extreme range of 24-36". Shots at extreme range suffer the same 'to hit' penalty as long range.

   This skill may only be used with basic weapons. It may not be used with pistols, special or heavy weapons.

6. **Rapid Fire.** If the model does not move in its movement phase it can shoot twice in the shooting phase. This skill only works with one specified kind of pistol or basic weapon which you must choose when the skill is earned. Note this down on the gang roster – eg, Rapid Fire/Bolt pistol.

STEALTH SKILLS

1. **Ambush.** The model is allowed to go into overwatch and hide in the same turn. Normally a fighter must expend his entire turn to go into overwatch, but a fighter with the Ambush skill may do both.

2. **Dive.** A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with Dive skill can run *and* hide.

3. **Escape Artist.** This model may never be captured after a battle. If you roll a 'Captured' result on the Serious Injuries table then the fighter escapes unharmed together with his equipment.

4. **Evade.** The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This penalty only applies if the fighter is in the open and not if he is behind cover.

5. **Infiltration.** A model with this skill is always placed on the battlefield after the opposing gang and can be placed anywhere on the table as long as it is out of sight of the opposing gang. If both players have models that can infiltrate roll a D6 each, lowest roll sets up first.

6. **Sneak Up.** Any sentry attempting to spot this model must halve his normal spotting distance. Rules for sentries and spotting are covered in the relevant scenarios.

TECHNO SKILLS

1. **Armourer.** The armourer checks all the weapons being used by the gang before the battle starts. Any model in the gang may add +1 to any and all Ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 is always a failure regardless.
2. **Fixer.** Gangers only. If the model is used to work a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first result. You must accept the result of the second roll.
3. **Inventor.** Roll a D6 after each battle. On a roll of 6 the model has invented something! Randomly select an item from the price chart in the Trading Post section. Whatever is selected is the item that has been invented.
4. **Medic.** The model has some experience of patching up his fellow fighters. If your gang includes a fighter with this skill you can re-roll a result on the Serious Injury table for one model after a battle.
5. **Specialist.** This skill may only be taken by juves or gangers. It allows the model to be armed with a special weapon.
6. **Weaponsmith.** A model with this skill may ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.

'This one's BIG!' exclaimed the larger of the two trappers as they carefully approached the coiled serpent.

The snake regarded them with cold obsidian eyes. It perceived two men, one old and lean, the other a youngster but big and clumsy-looking. Its forked tongue flickered in and out as it tasted the strong man-scent.

'Quiet Cleitus,' mumbled the older man. 'He's got the taste of us.'

Abel, ancient and wiry, held the long catchpole ready. The sprung metal jaws were open, ready to bite, held in place by a tiny trigger. The snake rose up on its coils and hissed at the intruders.

The old catcher struck with practised expertise. The jaws of the catchpole snapped shut upon the serpent's neck. Its coils erupted into a frenzy of movement, lashing about as it struggled to free itself from the steely grip.

Abel hung on to the long shaft, fully aware that should the creature free itself then a single bite from its fangs would bring instant death. The thrashing coils turned the pole this way and that, so that it was almost wrenched from his hands. The old catcher hung on grimly.

'Net him! Net him Cleitus you damn fool!' he shouted, 'What are you waiting for!'

Cleitus ran forward and hurled the heavy net. The net fell upon the snake, its weights dragging the creature down to the ground where it lay thrashing and twisting, but safely contained. Cleitus, having heaved the net with all his might, overbalanced and toppled backwards into the dust.

'Must be ten metres long,' gasped Cleitus picking himself up and brushing the dirt from his clothes.

Abel wiped the sweat from his brow and grunted. The snake was quiet. He released the bloodied jaws and laid down the pole.

'Should fetch a few credits in Dust Falls,' he agreed. 'There's a few barrels of Wild Snake in that beauty, and just look at the hide! Let's bag him quick.'

Cleitus pulled on a pair of armoured gloves and reached into the net. He caught the creature behind the neck and pulled it out.

'Dead. Good,' he muttered. The creature's head hung limply from its torn and bloody neck. The steel jaws had killed it in the end.

The two men gradually worked the snake from under the net and into a large leather bag. Then they tied the bag to the end of the catchpole and slung it between them. It was almost a day to Dust Falls and the snake was heavy. Its meat would keep, snakes brewed better well hung anyway, but the skin would be ruined if they delayed.

'You know Abel,' said Cleitus after they had walked for about two hours. 'I've been thinking... This is such a big snake - How'll they fit it in the bottle?'

Abel shook his head and let out a long sigh. 'I guess they'll need a real big bottle,' he replied.

TERRITORY

The gang's territory represents local resources that the gang members can exploit in various ways. It includes nearby wastes where the gang can scavenge for the odd bit of ore or scrap, and encompasses the efforts of the fighters' friends and relatives who may live inside the big settlements or in out-holes nearby. Territory also represents contacts that the gang has developed with local workshops or the owners of drinking holes and gambling dens.

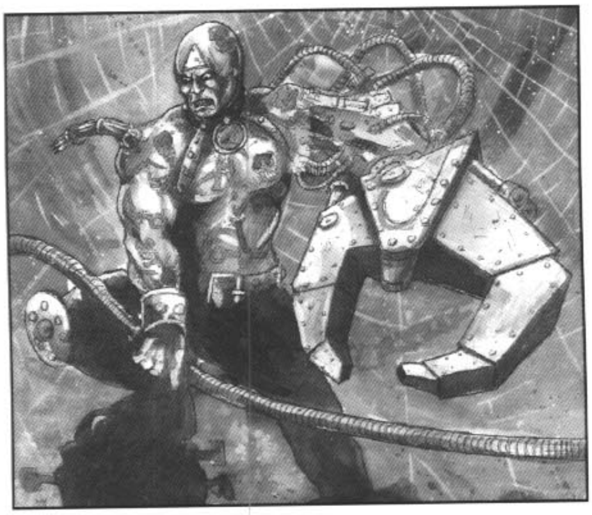
YOUR TERRITORY

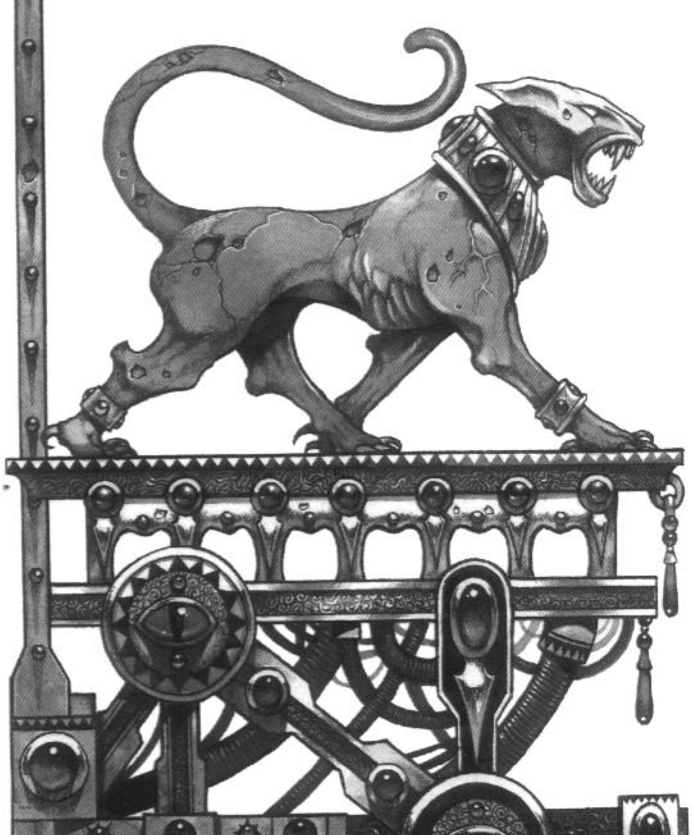
Every gang begins with five territories generated from the Territory table (see overleaf). Some scenarios allow gangs to gain extra territory or lose it to their rivals (see the Scenario section). The more and better territory a gang has the richer it will become.

There is room to record the gang's territory and how much income it generates on the left of the gang roster sheet. To begin with, players randomly generate five territories and record them on their roster.

INCOME

At the end of a battle a gang can collect income from its territories as described below. This is done as soon as the game is over so that players can witness each other's dice rolls.





Each ganger who survives the game without going out of action can generate income from any one of the gang's territories. This represents his efforts scavenging the wastes, trading, working, running gambling sessions, collecting money owed and dealing with favoured contacts.

Fighters who go out of action during or after a game cannot generate income. They are recuperating instead. Remember, fighters who are still down at the end of a game must test to see whether they recover or go out of action.

Fighters who sustain flesh wounds can collect income as normal. Their wounds are superficial and make no difference to their normal activities.

Leaders, heavies and juves never collect income – only gangers do so. Leaders spend their time organising the gang's affairs and sussing out the local news. Heavies spend their time maintaining their own weapons, repairing the gang's other weaponry, and trading for or making new ammunition. Juves get used as dogsbodies and make no appreciable difference to the gang's income.

COLLECTING INCOME

Each ganger can generate income from one territory. The player chooses the territories he wishes to collect income from and adds up the total amount generated. Most territories generate a variable income: D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total.

Regardless of how many territories or how many gangers a gang has it may never collect income from more than ten.

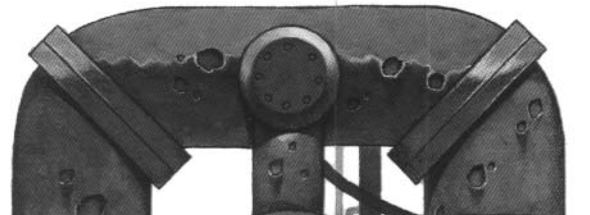
The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the gang's income with the number of models in the gang.

The more models in a gang the more it costs to maintain, to buy ammo, grub, booze and so forth. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance costs. The profit is added to the gang's stash.

	NUMBER OF MODELS IN GANG						
INCOME	**1-3**	**4-6**	**7-9**	**10-12**	**13-15**	**16-18**	**19+**
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560-669	155	150	145	135	125	100	70

EXAMPLE

A gang consists of a leader, two heavies, four gangers and three juves. The gang fights a battle and two of the gangers go out of action but survive to fight another day. After the game is over the player works out his income. He has only two remaining gangers to work the gang's territories. These naturally collect income from the two best territories held by the gang, which happen to be Old Ruins (10 points) and Mine Workings (D6x10). A roll of '4' for the mine gives a total of 10+40 = 50 credits. There are 10 fighters to support so the gang is left with a total of 15 credits profit to add to its stash.



GIANT KILLER BONUS

When a gang fights and beats an enemy with a higher gang rating it receives extra income. The gang's contacts are impressed by its success and local traders are keen to expand their dealings with the new Giant Killers.

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note that this is added to the income earned from territory, not to its profit.

Difference In Gang Rating	**Income Bonus For Winning**
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

SPENDING THE STASH

You can spend stash on weapons, hiring new fighters, or any of the items available at the trading post. See the Trading Post section for details.

TERRITORY TABLE

D66 Roll	Territory	Income	Description
11	Chem Pit	2D6	An extensive and highly dangerous chemical pit lies nearby. The pit is a source of constantly changing chemicals, sulphurous deposits, and all kinds of poisonous and corrosive substances. If you want to collect chemicals from the pit you gain 2D6 credits. The work is extremely hazardous. If you roll a double or a 6 when working out your credits then the ganger falls into the chem pit but manages to haul himself free. He struggles back to base horrifically scarred, his skin covered with blisters. His appearance is so foul that from now on he causes *fear*. No income is collected.
12-16	Old Ruins	10	There is an exposed area of ancient ruins not far from your settlement. If a ganger searches through the ruins he may find scrap pieces of archeotech, bits of old metal, or interesting old curios – enough to sell for 10 credits.
21-25	Slag	15	Near your settlement there is an extensive network of tunnels and crawlholes full of iron slag and other solidified chemical wastes. A ganger can work the slag by breaking it up ready to sell to the local Guilders for 15 credits.
26	Mineral Outcrop	D6x10	Not far from your settlement there is an outcrop of mineral wastes where a ganger can collect valuable sparstones, adonite crystals, igneous adamantorite, or one of the many other kinds of mineral gems that are formed in the Underhive. You will earn D6x10 credits by searching the outcrop for precious stones.
31-35	Settlement	30	The families of your gang fighters own holes or workshops inside the settlement where the gang is based. These holdings help to support the gang by providing food, shelter, and a vital link with the local traders. If a ganger visits his family he collects 30 credits. In addition, whether the territory is used or not, there is a chance of a young relative leaving the settlement to join your gang. Roll a D6 after each game. On the roll of a 6 you may recruit a juve for free. You will have to pay for his weapons though.
36	Mine Workings	D6x10	In a secret location in the wastes your gang has discovered a mine. The excavations yield carnotite gems or some other valuable ores or stones. Friends of the fighters are already working in return for a slice of the proceeds. You can collect D6x10 credits as your share of the profits to date. If you capture an enemy fighter then you can put him to work in your mine instead of selling him to slavers. Each captive worker adds +1 to your D6 dice roll for income from the mine.
41-42	Tunnels	10	Your gang has found a buried entrance to a labyrinth of ancient service ducts beneath the dome floor. When the gang fights a battle it can use these ducts to position up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters working their way behind the enemy using their secret tunnels.
43-44	Vents	10	The gang has found a concealed entrance into a network of ancient ventilation shafts. When the gang fights a battle it can use these vents to position up to three fighters anywhere on the battlefield above ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters working their way over and around the enemy using their secret air shafts.
45-46	Holestead	D6x10	One of the gang fighters comes from a holestead out in the wastes. The hole produces a crop of nutritious slime which the ganger can help his family carry to the local trade post in return for D6x10 credits' cut of the proceeds.
51-52	Water Still	D6x10	The gang has discovered and renovated an old water still out in the wastes. The still is worked by the family or friends of one of the gangers. Guilder slave trains carry the water to local settlers making the gang a share of the proceeds amounting to D6x10 credits.

To generate a random territory from this table roll two dice. The first dice roll is taken as 'tens' and the second as 'units'. This is called a D66 roll.

D66 Roll	Territory	Income	Description
53-54	Drinking Hole	D6x10	Your gang leader has inherited an old drinking hole in payment of an outstanding gambling debt. The hole earns a small sum and also provides the gang with a convenient base in the local settlement. You can visit the drinking hole to collect your share of D6x10 credits.
55-56	Guilder Contact	D6x10	A local Guilder has offered you favourable rates in return for your business. As a result you are able to increase your income substantially. If you wish to deal with your Guilder contact you gain an extra D6x10 credits. If you recover any loot during a fight you can trade it in to your Guilder contact for an extra +5 credits income for each item.
61	Friendly Doc	D6x10	One of the local medical practitioners has offered to patch up your wounded fighters at favourable rates in return for blood and tissue donations from your gangers. If a ganger wants to part with a few pints of blood or some other renewable tissue you gain D6x10 credits. The Doc will also give you D6x5 credits for the body of any of your fighters who dies in combat, providing him with a useful supply of organs and limbs for transplant.
62	Workshop	D6x10	The family or friends of one of your gang fighters runs a workshop in the local settlement. You can trade in bits of scrap or other odds and ends in return for cheap repair work or cash. If you want to visit the workshop you earn D6x10 credits. In addition, thanks to your workshop's meticulous care, you always ignore the first Ammo test during a battle. It is assumed you pass the test and no dice are rolled. Note that this only applies to the first test, not to subsequent ones.
63	Gambling Den	2D6x10	Your gang runs a gambling den in an old disused hole in your settlement. Although the income from running a game is good, it is a risky business because Underhivers are notorious cheats and bad losers too. If you decide to run a gambling session you receive 2D6x10 credits. However, if you roll a double you lose that number of credits from that turn's income instead – eg, on a double 4 you lose 80 credits. Note that losses are deducted from your income before making reductions for basic running costs. If a gang is unable to pay gambling debts out of its income then the difference must be made up from its stash. If this still isn't enough to cover the gang's debts then weapons or equipment must be sold off.
64	Spore Cave	2D6x10	Your gang has discovered a hidden cave where many kinds of rare fungi grow, such as pearl spore and iron mould. A ganger can harvest the fungi and sell it to local traders for 2D6x10 credits. If you roll double 1 when harvesting fungus the collecting ganger has contracted Spore Sickness. This is a fungal disease in which plump and colourful fungi sprout from all over the victim's body. Spore Sickness is not lethal and recovery is automatic, but the ganger will not be able to take part in future battles until he recovers by rolling a 4, 5 or 6 at the start of a game. Once recovered he may fight as normal.
65	Archeotech Hoard	2D6x10	Your gang has discovered a hidden entrance into a small unexplored dome. A ganger can collect remnants of ancient technical devices which can be sold for 2D6x10 credits. So long as your gang is careful not to sell too many items at once no one will suspect that you have discovered a new dome. No risk is incurred by collecting 2D6x10 credits. However, if you want to work the dome more intensely you can do so. A ganger can collect 3D6x10, 4D6x10, 5D6x10 or even 6D6x10 from the hoard, but if he rolls any doubles at all then he has been spotted entering the dome. You still collect the income rolled but the hoard is secret no longer and it is immediately stripped bare by treasure hunters. The territory then becomes an area of Old Ruins instead.
66	Green Hivers	Choose	You befriend a group of settlers who have migrated from Hive City to the Underhive to start a new life. Possibly your gang has chanced upon the settlers lost or dying in the wastes. Maybe they are relatives or friends of one of your gang fighters who have deliberately sought him out. Thanks to your contacts and influence you are able to give the green hivers a good start, and naturally they are grateful for your assistance and only too pleased to help in the future. You may choose any type of territory from the chart. The territory represents the vocation of the settlers or a discovery they have chanced across in their journey to the Underhive. The territory yields the appropriate income for its type.

THE TRADING POST

Every medium-sized settlement has at least one trading post where Guilders and local traders sell their goods and buy items they want. The Guilders also act as bankers, exchanging items for credit which can be spent in any trading post in the Underhive.

The trading post in a large settlement might enclose a substantial area with many traders offering goods and services. Small settlements are served by travelling Guilders, poor cousins to the rich merchants of the Hive City, itinerant tradesmen who hike their wares from one place to another.

SPENDING CASH

After every game a gang can collect income from its territories as described earlier. Cash can be spent on recruiting new fighters and on new equipment for the gang.

NEW RECRUITS

New fighters are recruited in the same way as the original gang. Refer to the Recruiting a Gang section. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies and so on. For example, a player cannot recruit a second leader or have more than two heavies in a gang.

RECRUITING HIRED GUNS

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns section for details. Hired Guns are wanderers who are willing to sell their expert skills to anyone prepared to pay.

WEAPONS

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the equipment available in the Underhive, not just the common weapons included in the Recruitment charts. Rarer items and weapons are not always available and vary in price.

WHEN TO BUY

Players should preferably complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

Alternatively, players may prefer to wait until the heat of battle has cooled and they are able to consider purchases more carefully. Determine which rare items are offered for sale whilst both players are together. The players can then work out what they will buy later.

TRADING

Common items can be bought quite readily in any Underhive settlement, either from a trading post or directly from a workshop. Players can purchase as many of these items as they want. The price for common items is fixed, so players always pay the same for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way above their true value. Players must be prepared to snap up useful items as they are offered, especially the really hard-to-get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trading posts and visits his contacts in the drinking holes and gambling dens.

Roll a D66 for each item and consult the Rare Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading – the gangs don't necessarily hide out in the same place nor do they have the same contacts. One player cannot buy goods offered to another.

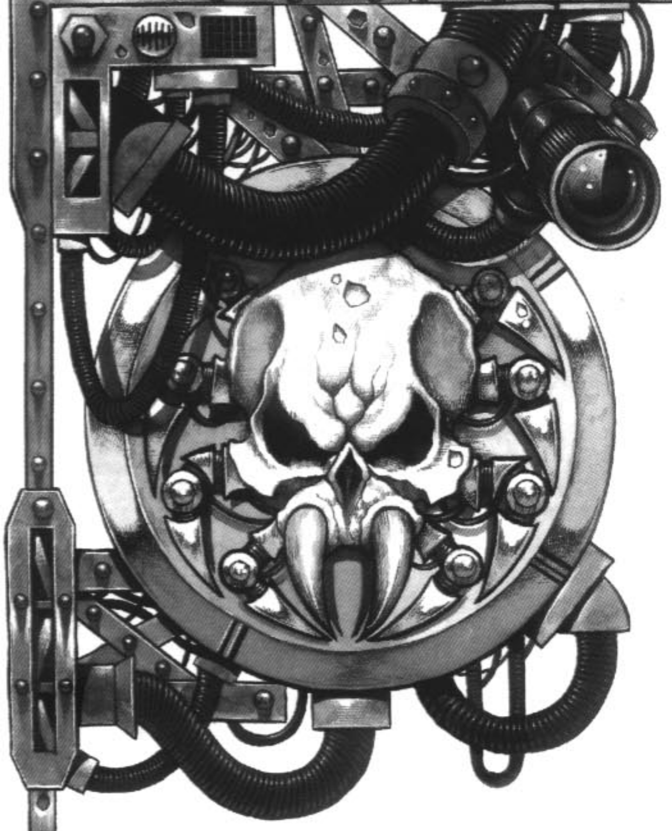
GANGERS AND TRADING

If a player wishes he can use a ganger to search around the trading post and make enquiries about further rare items which might be for sale. A ganger who does this cannot collect income from the gang's territory that turn; searching out rare items is an alternative to collecting income. For each ganger employed in this fashion you may add a further +1 randomly generated rare item to the list of those offered for sale.

RARE TRADE CHART

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

D66 Roll	Item
11-14	Power Weapon – Roll a D6: 1 – Power Axe 2 – Power Fist 3 – Power Maul 4-6 – Power Sword
15	Rare Weapon – Roll a D6: 1-3 – Needle Weapon. Roll a D6. 1-4: Needle Pistol, 5-6: Needle Rifle 4-5 – Web Pistol 6 – One in a Million Weapon
16	Gas Grenades – Roll a D6: 1-2 – Choke 3-4 – Scare 5-6 – Hallucinogen
21-22	Grenades – Roll a D6: 1 – Melta Bomb 2-3 – Photon Flash Flare 4 – Plasma Grenade 5-6 – Smoke Bomb
23-24	Hotshot Laser Power Pack
25-31	Gunsight – Roll a D6: 1-2 – Red-Dot Laser Sight 3 – Mono Sight 4 – Telescopic Sight 5-6 – Infra Red Sight
32-34	Armour – Roll a D6: 1-4 – Flak 5 – Carapace 6 – Mesh
35	Bionics. Choose one of: Bionic Arm, Bionic Eye, Bionic Leg.
36	Auto-repairer
41	Bio-Booster
42	Bio-Scanner
43	Blindsnake Pouch
44	Concealed Blade
45	Grav Chute
46	Grapnel
51	Infra-Goggles
52	Isotropic Fuel Rod
53-54	Medi-pack
55	Mung Vase
56	Ratskin map
61	Screamers
62	Skull Chip
63	Silencer
64	Stummers
65-66	Weapon reload



SELLING

A player may wish to trade-in weapons at the same time as he buys new ones. After all, as gangs get more powerful they often abandon their earlier armament in favour of something better. However, the second-hand value of equipment is not high due to the considerable wear and tear inflicted on it by your fighters.

Gangs can automatically sell equipment for half its listed price. In the case of rare weapons which have a variable price the gang receives half of the fixed cost component only (delicate machinery taking a particular hammering in combat). For example, a Red-dot laser sight costs 40+3D6 credits so it can be sold for 20 credits.

Alternately, old weaponry can be hoarded for future use (make a note on the gang roster) or it can be swapped around the gang from one fighter to another (though not between gangs). As the value of old weapons is low compared to the cost of equipping new recruits, a gang can usually find a use for its cast off armaments.

PRICE CHART

The following charts indicate the cost of items available for sale at the trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable and includes a base cost plus a variable extra amount, for example, 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.

HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, Maul or Bludgeon	10	Common
Chain or Flail	10	Common
Knife (Nb 1 knife is free)	5	Common
Massive Axe, Sword or Club	15	Common
Power Axe	35+3D6	Rare
Power Fist	85+3D6	Rare
Power Maul	35+3D6	Rare
Power Sword	40+3D6	Rare

PISTOLS

Item	Cost	Availability
Autopistol	15	Common
Bolt Pistol	20	Common
Hand Flamer	20	Common
Laspistol	15	Common
Needle Pistol	100+4D6	Rare
Plasma Pistol	25	Common
Stub Gun	10	Common
Web Pistol	120+4D6	Rare

BASIC WEAPONS

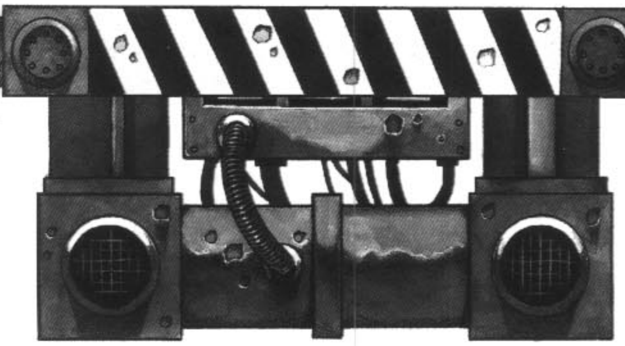
Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun (solid shot + scatter shells)	20	Common

SPECIAL WEAPONS

Item	Cost	Availability
Flamer	40	Common
Grenade Launcher (Grenades extra)	130	Common
Melta-gun	95	Common
Needle Rifle	230+4D6	Rare
Plasma Gun	70	Common

HEAVY WEAPONS

Item	Cost	Availability
Auto-cannon	300	Common
Heavy Stubber	120	Common
Heavy Bolter	180	Common
Heavy Plasma Gun	285	Common
Lascannon	400	Common
Missile Launcher (Missiles extra)	185	Common



GRENADES

Item	Cost	Availability
Choke gas grenades	15+2D6	Rare
Frag grenades	30	Common
Hallucinogen gas grenades	40+4D6	Rare
Krak grenades	50	Common
Melta Bomb	40+3D6	Rare
Photon Flash Flare	20+2D6	Rare
Plasma grenade	30+3D6	Rare
Scare gas grenades	20+2D6	Rare
Smoke Bomb	10+3D6	Rare

MISSILES

Item	Cost	Availability
Frag Missiles	35	Common
Krak Missiles	115	Common

SPECIAL AMMO

Item	Cost	Availability
Man-Stopper Shotgun shell	5	Common
Hot Shot Shotgun shell	5	Common
Bolt Shotgun Shell	15	Common
Hotshot Laser power pack	15	Rare
Dum-dum Bullets for Stub gun	5	Common

GUNSIGHTS

Item	Cost	Availability
Red-Dot Laser Sight	40+3D6	Rare
Mono Sight	40+3D6	Rare
Telescopic Sight	40+3D6	Rare
Infra Red Sight	30+3D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+2D6	Rare
Carapace	70+3D6	Rare
Mesh	25+3D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+3D6	Rare
Eye	50+3D6	Rare
Leg	80+3D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Auto-repairer	80+4D6	Rare
Bio-Booster	50+4D6	Rare
Bio-Scanner	50+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Clip Harness	10	Common
Concealed Blade	10+D6	Rare
Filter Plugs	10	Common
Grav Chute	40+4D6	Rare
Grapnel	30+4D6	Rare
Infra-Goggles	30+3D6	Rare
Isotropic Fuel Rod	50+4D6	Rare
Lobo-chip	20	Common
Medi-pack	80+4D6	Rare
Mung vase	D6x10	Rare
One in a Million Weapon	As Weapon x 2	Rare
Photo-Contacts	15	Common
Photo-Visor	10	Common
Ratskin map	D6x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
Skull Chip	30+3D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon Reload	Half Weapon base cost	Rare

ADJUSTING THE GANG RATING

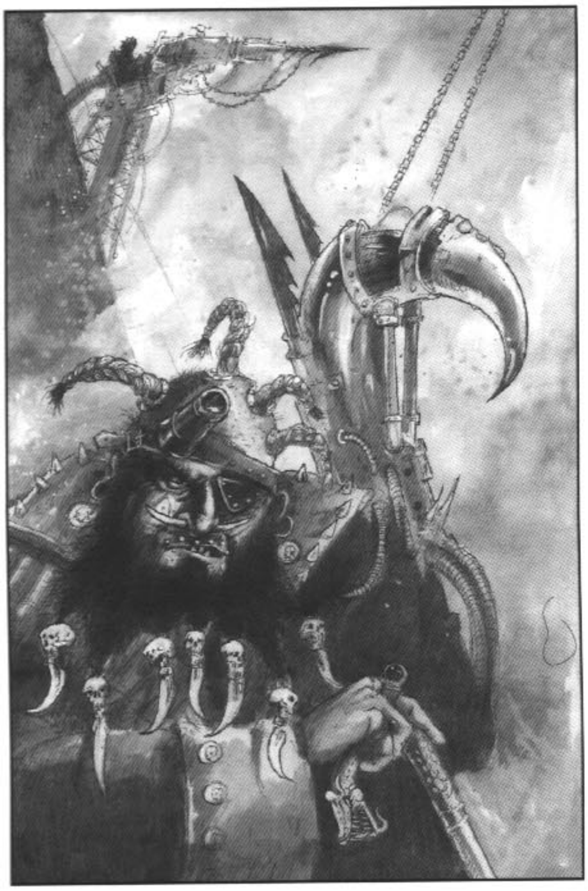
The gang rating of each gang is equal to the value of its fighters plus their Experience points. As the value of fighters includes their equipment, players must alter the sub-totals on the gang's roster sheet every time equipment is bought or sold.

Any weaponry or other equipment that the gang keeps but does not give to a fighter is hoarded. It remains unissued in your hideout and its value is not included in the gang rating.

Where the cost of equipment varies the variable amount is discounted when calculating a fighter's total worth. So, a fighter with a bionic leg is worth an extra 80 credits not 80+3D6. The variable cost of rare weaponry and other equipment represents an additional 'rarity' cost charged over and above the actual worth of the item.

DEATH OF A FIGHTER

When a fighter is killed all of his equipment and weaponry is lost. This is a very important rule, so be sure to be clear about it right from the start. It is not possible to reallocate a fighter's weapons or equipment once he is dead.



Call me Kruknek, the Outcast, only survivor - may the gods forgive me - of that ill-fated slimedrifter Hydra. It seems now a lifetime ago since we set out upon the toxic sump deep in the black heart of the hive to hunt the savage Raft Spiders of the underworld. Their eyes, diamonds of purest white shot with crimson, are much prized by the masters of the Spire.

We churned across the many-hued effluent where violent swells released gaseous flaming balls that rose into the overhead caverns and lit our path. The captain, Haagan Valgotha, had not left his cabin since we set forth, but in the silence of dog watch we heard heavy footfalls from within.

Many days passed before we spied our first brood, their grey bodies skimming the filthy depths in the distance. At the sound of our cries he walked onto the greasy deck, his presence filling us with dread. Valgotha. A giant of a man, hair red as blood, face a tissue of scars, dressed in black but for the gleaming white spider fang that made his right leg. He glared at each of us in turn, black soulless eyes glinting in the half-light and with a scream of triumph he held above his head a diamond, a diamond of exquisite beauty, a diamond that was to be our doom.

'Men of the Hydra,' he said. 'Men of the Hydra. In my hand I hold the key, the key to a life of riches, a life beyond your wildest dreams. This crystal will give you everything. Never again to feel the beast of work at your back. Never again to feel the pain of an empty belly. Never again an empty bottle. For this diamond the very Lords Helmawr will fall at your feet and all I ask in return is the hide of one spider. But, my lads, a very particular spider.'

We hung upon his every word, mouths open, eyes wide as he spoke.

'The beast I speak of is white. Yes - she's the last of the White Mares of Varan. And, oh by the gods she's big! She'll cast a shadow on your souls, a dark shadow. The thing is covered with the scars of Ratskin harpoons, yet no man has put her under. I myself came close once but she took my leg. In return I took a fang and this bauble.'

He held towards us the diamond, tempting each man with its glittering surface.

'Some say this was a fair exchange, I say not! I want her hide, so mark my words and mark them well... '

At that he drew himself to his full height, cruel fire burning in his eyes, and said, 'Are you with me?'

To a man we would have followed him to the gates of hell and back so fired up were we by his thunder. The Ratskins ran frantically about the deck, harpoon guns at the ready, while we lowered our gas skiffs onto the poisoned sump lake. Meanwhile Valgotha urged us on with curses and threats from the deck of the Hydra as one by one, our engines roaring, we sped towards our prey leaving plumes of oily smoke in our wake.

My harpooner, Skyle, a leathery Rat, stood ready at the skiff's prow, his gun held high, face and bare torso covered in spider kill marks. Then we were upon them. The spider whelps we ignored, the grazing stallions we hit unmercifully. They fought back savagely but we'd attacked at full speed and with complete surprise. Harpoon shots rang out, blades honed to a lethal razor's edge pierced the upper hide of the spiders' backs with ease. Their yellow blood oozed freely and mixed with the putrid slime of the lake.

I brought the skiff about, engines throttled back, and stopped beside our first kill. Skyle jumped onto its lifeless carcass and crawled towards the beast's head. Drawing his knife he prised free the creature's eyes, all the while chanting a Ratskin prayer to the spirits of the underworld. Then with one deft blow he punctured the spider's venom sac and drank deeply from the fountain of violet poison. To any other, one drop of this fluid meant a slow and agonising death, but these spider hunters of many generations had built up an immunity and rather than kill them it filled the Ratskins with indescribable ecstasy. Precious stones meant nothing to this man. The venom was his reward and he wanted more.

Having made fast the kill Skyle directed me towards the next target. Gunning the gas converter to full power we carried on the hunt. Skiffs sped about the enraged creatures as one by one they were harpooned and slain.

Death had come swiftly, death had been absolute. We killed them all. Each skiff towed the floating corpses of many spiders. Ratmen gorged on venom stood erect at the front of each small craft, eyes glowing violet as they chanted prayers to invisible spirits.

Weighed down by our catch I turned the skiff and slowly approached the Hydra. It was then that the mare spiders struck from the depths. Piercing screams burst from the rearmost craft. I turned and saw a skiff tossed into the air, its two crewmen hit the murky lake. Corrosive fluids burned and ate their flesh. Before we knew it five skiffs were gone, ripped to pieces by the spiders or upturned and dissolved in the hellish sump water. Regaining our senses, we cut free our catches and engaged in a fight to the death with the fell creatures.

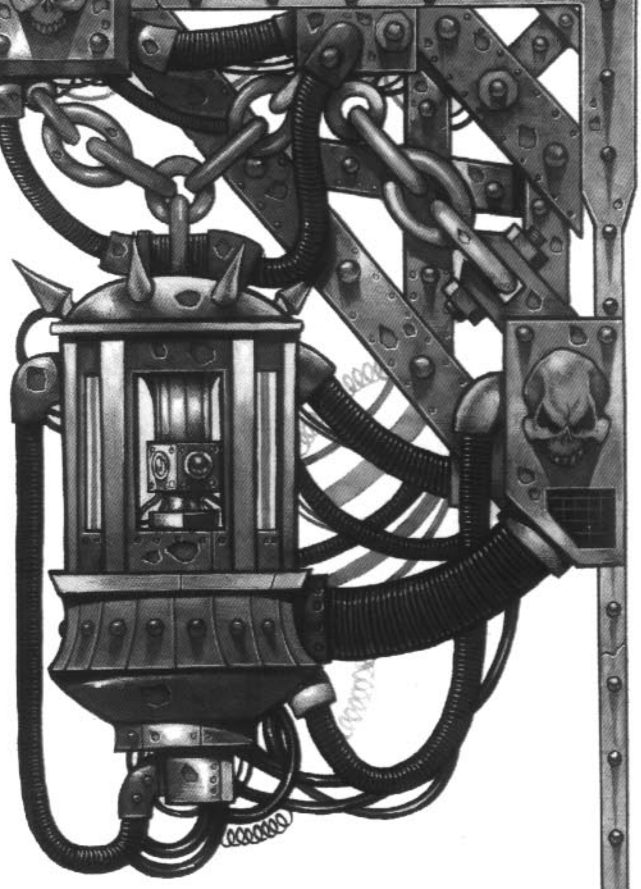
Skyle fought like a devil. Each harpoon hit its mark as I drove the skiff in manic circles around the deadly mares. My heart lifted, we seemed to redress the balance as our remaining crews fought desperately for their lives. Then, as if by a miracle, the spiders drew off. We watched exhausted as their huge grey backs ploughed away through the oily surface. But our new found hope was short-lived. At about five hundred yards to starboard they turned to face us, ten to twelve mighty mare spiders, their innumerable eyes burning with hatred, studied us with evil intent.

I heard Skyle and the other Ratskins bless their harpoons in readiness, but the spiders did not attack again. Instead, almost imperceptibly at first, they started to wail. I tell you, this sound will be with me to my grave. I tried in vain to shut it out by jamming my hands over my ears but it was no use. I felt my head would burst the pitch was so intense. Then, by god, it came. I had seen many things on my voyage through the underworld of the Hive Bottom, countless abominations that defy description, but this was beyond all reason. A white mare spider, a mountain of pale flesh, legs like the pistons of some great engine, albino eyes red with the fires of hell, bore down upon us, its wide mouth revealing rows of dread white fangs dripping venom.

To a man we screamed at the sight of the awful creature. Skyle threw down his harpoon and fell to his knees in terror as the thing hit us head on. I jerked into action and swung my craft around, fired the engine and headed towards the Hydra. I could hear above the engine the cries of my doomed companions as I left them behind. The Hydra lay before me. I was nearly there when my skiff lurched in the wake of the great beast as it passed me. I was not its target.

The Hydra sat a hundred tons in the sump lake, but the spider hit the slimedrifter head on again and again and again. At first I thought the Hydra would hold, but then with a sickening yaw she began to list as the spider pulled itself out of the scum, its forelegs sprawled across the deck. It was only now the full horror of the thing was revealed. Its back was covered with hundreds of scars and broken harpoons, while great pulsing veins traced its massive underbelly where, to my utter dismay, hundreds of her offspring clung tightly to folds in the creature's skin.

Above the bedlam I heard him, Haagan Valgotha, screaming vile curses at his loathsome adversary. He wielded a harpoon and rushed forward in a frenzied attack, stabbing wildly at the beast's pulsating flesh. For one mad moment I though he would prevail but then she struck and caught him. She held him fast by her two wicked mandibles pushing him relentlessly towards that fang-lined maw while he screamed insanely, still stabbing at her head with the harpoon. Then the horrific vision was lost from sight as the Hydra with its malignant passenger plunged beneath the livid toxic surface leaving behind a boiling turmoil of multi-hued bubbles. Then the wailing stopped, the surface slowly settled and all fell silent.



I sat rigid at the skiff's controls, the small craft bobbing gently on the swell. Skyle had come to his senses and keenly scanned the filthy lake, his harpoon gun clutched tightly in his hands. Suddenly a white spider leg broke the surface and knocked him from his feet. He made no sound as he vanished beneath the surface.

Days later I was picked up by an Orlock drifter. They thought I'd gone mad and many weeks passed before I came out of my delirium. The captain of that vessel, an honest man, found the diamonds in my skiff and held them for me. I recounted my tale to him before we made landfall and gave him a handful of crystals as we said farewell. Then, a few days afterwards, standing upon a lonely promontory, I threw the remaining diamonds back into the slime from whence they came. The blood of my companions had stained their beauty forever.

Now as I tell you this many years have passed. Poverty has been my constant companion, loneliness my bride and never in a waking hour have I set eyes upon the evil water of the underworld. But I tell you, when I can stay awake no longer, she comes back to haunt my dreams. That awful creature gliding gently across the livid slime, her body shining brightly in the gloom, to, as Valgotha decreed, lay her dark shadow on my soul.

HIRED GUNS

This section of the Campaign rules introduces Hired Guns into the game. Hired Guns are mercenary adventurers who fight for money. They are essentially loners who wander the Underhive selling their services at the trading posts in settlements like Dust Falls, Two Tunnels and Dead End Pass.

RECRUITING HIRED GUNS

A player can recruit Hired Guns when he creates his gang. Hired Guns can also be recruited from the trading post after any game. A gang can dispense with the services of a Hired Gun after any game.

Hired Guns don't belong to the gang they fight with and they don't usually help the gang except by fighting. This means that Hired Guns don't count as members of the gang for purposes of collecting income or for deducting cost of living expenses. A player cannot buy extra weapons or equipment for a Hired Gun, and he cannot sell a Hired Gun's weapons or equipment. Hired Guns earn no Experience points which means they never gain further skills or characteristic bonuses.

HIRE FEE

The gang must pay the hire fee for the Hired Gun when he is recruited and subsequently after each battle he fights in including the first. This cost comes from the gang's stash in the same way as the cost of buying new weapons or recruiting new gang fighters. If there is insufficient credit in the stash to pay a Hired Gun he leaves the gang and the gang may not recruit further Hired Guns until it has fought another battle.

For purposes of the gang rating the value of a Hired Gun is his hire fee x5.

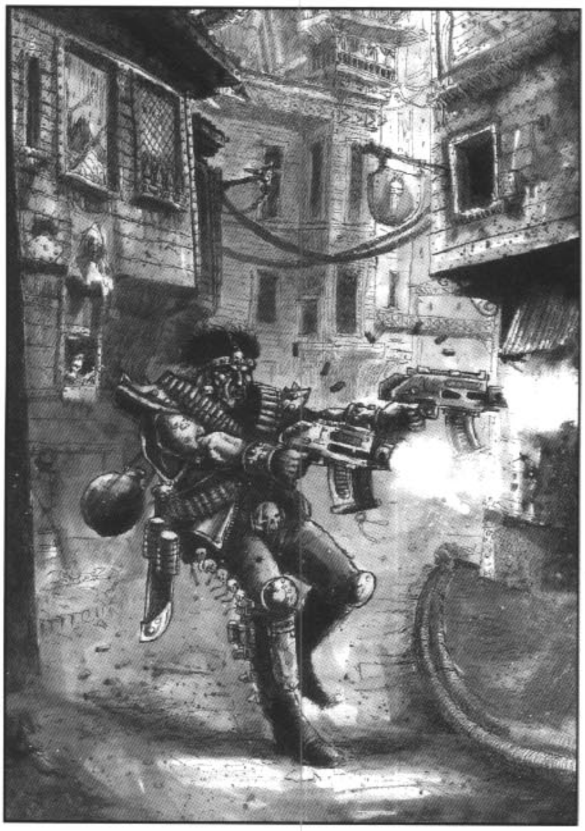
Although Hired Guns are good value, especially for new gangs, there are disadvantages. Firstly and most importantly they do not accumulate Experience points and cannot advance beyond the level they are at when hired. This means that they are less useful for established gangs that already have good quality fighters. Secondly, the hiring fee of these mercenaries reduces the cash available to recruit new fighters and weapons – both of which are vital to a gang's future.

The three different types of Hired Gun detailed here are Underhive Scum, Ratskin Scouts and Bounty Hunters. Any of these three can be found quite easily. They hire out from the trading posts and rates are well established. More types of Hired Gun can be found in Outlanders.

Down Town is the deepest permanent settlement below the Wall and it stands in the lowest portion of the Underhive, at the bottom of an ancient effluent-worn shaft that men call the Abyss. In truth it lies beyond the region of domes and tunnels that comprise the Underhive itself, upon the shores of the poisoned sump lake at the very bottom of the hive.

Few come as far down as Down Town, for the surrounding domes are crushed and compacted, riddled with narrow crawlholes that are infested with evil things which feed upon the unwary. But some come, attracted by the sump lake itself, to hunt its monstrous spiders whose faceted eyes are hard as diamonds and greatly prized by the jewellers of a thousand worlds. Others come to feed upon the spoils of the hunt, to bid for the tough spider pelts and chitin, to boil down the creature's nutritious fat or extract its deadly venom. There are a hundred petty industries that thrive upon the spiders, and upon the lesser creatures of the lake, the skimmers and slime-spawn, and other monstrous beasts of the sump.

UNDERHIVE SCUM



Underhive Scum, or Scummers, prefer the carefree, wandering life of a mercenary to that of a ganger. They travel from town to town, making few friends or commitments, earning whatever easy money is around before moving on. Scum are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. Despite their carefree lifestyle and happy-go-lucky attitude Scummers are good fighters so their services are always in demand. Many end up working for the Guilders, but there are always a few willing to tag along with a gang for a share of the spoils.

RECRUITING SCUM

If a player wants to hire Underhive Scum he must pay the standard hire fee, which is 15 credits for each Scummer. A gang can recruit as many Scummers as the player wishes. The profile and skills for Scummers are worked out after they are hired.

For purposes of calculating the gang rating, each Scummer has a value of 75 (ie, his hire fee of 15x5).

SCUM PROFILE

Scum are likely to have special skills as well as superior characteristic values. This is worked out only after the Scummer is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Scummer will have a number of 'advances' as explained below.

SCUM ADVANCES

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

A Scummer has 6 'advances' which are either bonuses on his profile or skills. Roll a D6 six times and consult the chart below, noting down the increases and skills as you go along. A Scummer may not improve any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1	+1 Ballistic Skill
2	+1 Initiative
3	+1 Leadership
4	Roll a further D6: 1: +1 Weapon Skill, 2: +1 Strength, 3: +1 Toughness, 4: +1 Wound, 5: +1 Attack, 6: +1 Leadership
5-6	Roll a further D6: 1-3: Gunfighter (Shooting skill) 4-5: Quick Draw (Agility skill) 6: Roll a Further D6: 1: Crack Shot (Shooting skill) 2: Fast Shot (Shooting skill) 3: Hip Shooter (Shooting skill) 4: Marksman (Shooting skill) 5: Rapid Fire (Shooting skill) 6: Killer Reputation (Ferocity)

SCUM WEAPONS

A Scummer fights with his own weapons which can be any of the combinations listed below. He will never buy or use other weapons or equipment (Scum notoriously spend all their credit on booze and gambling). Choose one of the following combinations for the Scummer.

Knife + 2 Bolt Pistols
Knife + Plasma Pistol + Laspistol
Knife + Plasma Pistol + Autopistol
Knife + Bolt Pistol + Hand Flamer

BOUNTY HUNTERS

Bounty Hunters are amongst the toughest and most dangerous of all Necromundan Underhivers. They survive in perilous conditions, living out in the wastes, pursuing outlaws and mutants through the ruins. Bounty Hunters are loners who neither need nor want to be associated with a gang. Bounty Hunters will hire their services to a gang leader if there are no decent bounties to be had, but such allegiances tend to be temporary.

Bounties are displayed at all trading posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. Sometimes general bounties are declared on Ratskin Renegades or on Underhive monsters. The rewards offered are good, but the job is a hard one and many Bounty Hunters die out in the wastes, slain by the outlaws and mutants they set out to hunt.

RECRUITING BOUNTY HUNTERS

If a player wants to hire a Bounty Hunter he must pay the standard hire fee, which is 35 credits. A gang can have only one Bounty Hunter. The profile and skills for Bounty Hunters are worked out after they are hired.

For purposes of calculating the gang rating a Bounty Hunter has a value of 175 (ie, his hire fee of 35x5).

BOUNTY HUNTER PROFILE

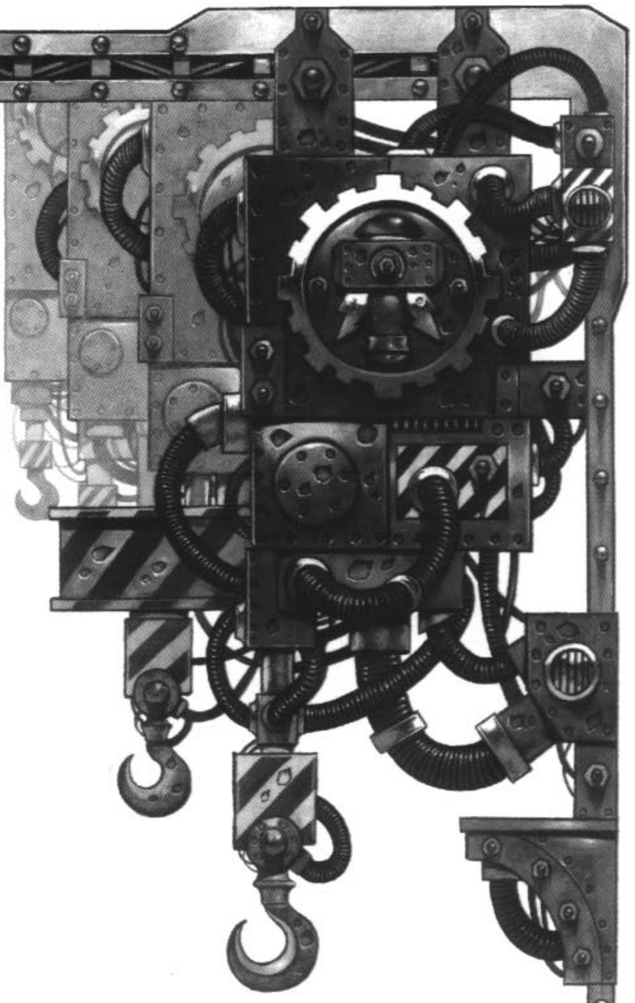
Bounty Hunters have special skills as well as superior characteristic values. This is worked out only after the Bounty Hunter is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Bounty Hunter will have a number of 'advances' as explained below.

BOUNTY HUNTER ADVANCES

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	2	4	1	8

In addition to his enhanced profile a Bounty Hunter has three further 'advances' which are either additional bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Bounty Hunter may not improve any characteristic by more than +2, nor may he increase his Wounds beyond 3. If a further increase is rolled, re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1-2	Roll a further D6: 1: +1 Weapon Skill 2: +1 Ballistic Skill 3: +1 Initiative 4: +1 Leadership 5: Roll a further D6: 1-3: +1 Strength 4-5: +1 Toughness 6: Roll a further D6: 1-3: +1 Wound (Max 3) 4-6: +1 Attacks
3-6	Roll a further D6: 1-2: Crack Shot (Shooting skill) 3-4: Nerves of Steel (Ferocity skill) 5: Marksman (Shooting skill) 6: Roll a Further D6: 1: Dodge (Agility skill) 2: True Grit (Ferocity skill) 3: Weaponsmith (Techno skill) 4: Quick Draw (Agility skill) 5: Leap (Agility skill) 6: Killer Reputation (Ferocity)



SPECIAL BOUNTY HUNTER RULES

Bounty Hunters are tough, mean and deadly. In addition, they have unique abilities which are represented by the following rules.

CAPTURE

If a Bounty Hunter takes an enemy 'out of action' in hand-to-hand fighting the enemy fighter is automatically captured at the end of the game. Rather than rolling on the Serious Injury chart after the game, the fighter is automatically taken captive regardless of which side won the game or whether the Bounty Hunter survives.

CLAIM BOUNTY

For every enemy fighter captured by the gang roll a D6. On the roll of a 6 the Bounty Hunter recognises the fighter as a wanted outlaw. The gang can turn in the wanted outlaw to the Guilders. Note that the player doesn't have to turn in an outlaw, he may still prefer to ransom the captive back to his own gang.

If an outlaw is turned in for bounty the gang's share of the reward is equal to the total points value of the captive including his weapons and equipment (which must also be turned over). Add this reward money to the gang's income along with income from territories.

To find out what happens to a gang fighter who is turned over to the Guilders roll a D6.

1	Sold into Slavery. The fighter disappears forever.
2	Fined his value in credits and equipment confiscated. His gang may free the fighter by paying his value in credits including the value of his weapons and equipment. All of his weapons, and any equipment that is not physically part of him (bionics/lobo chip, etc) are confiscated by the Guilders.
3	Fined his value in credits. His gang may free the fighter together with his weapons and equipment by paying his fine.
4	Fined D6x10 credits. His gang may free the fighter by paying his fine as above.
5	Fined or Sentenced. The gang may choose to free the fighter for D6x5 credits or let him serve his sentence in the pit, in which case he misses the next game.
6	Insufficient evidence. Released immediately.

Fines must be paid out of the gang's stash before the gang's next game. If a player is unable or unwilling to pay the fine the fighter is sold to the slavers. Only in the case of a 'Fined or Sentenced' result does the gang have the choice of paying or missing a game.

BOUNTY HUNTER WEAPONS

A Bounty Hunter fights with his own weapons as described below. They are invariably armed to the teeth (it goes with the job). Bounty Hunters cannot buy or use other weapons or equipment (Bounty Hunters hoard their money and dream of retiring to the Spire).

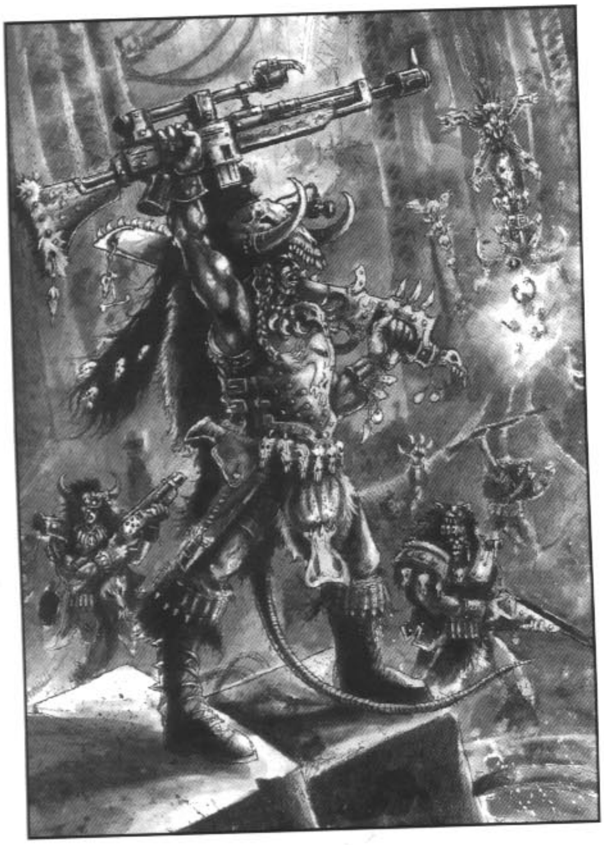
Bounty Hunters are armed with the following:

- Any number of knives
- Bolt Pistol with red-dot laser sight
- Boltgun or Lasgun with Hotshot pack
- Chainsword
- Shotgun with solid, scatter, and man-stopper shells
- Respirator or filter plugs
- Photo-visor or photo-contacts

Plus any one of the following:

- Bio-Booster
- Blindsnake pouch
- Weapon reload (choose weapon)
- Mesh armour
- Any one bionic part

RATSKIN SCOUTS



The Ratskins are the native inhabitants of the Underhive. They know its ancient tunnels and labyrinthine passages far better than the Underhivers themselves. Most Ratskins care little for the ways of settlers who they regard as desecrating the hive's great and noble spirit. Ratskins will avoid hiver towns if they can.

Some adventurous Ratskins hire out to Underhive gangs as guides or trackers and a few become semi-civilised as a result of this contact. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown zones without the expert aid of a Ratskin Scout.

RECRUITING RATSKIN SCOUTS

If a player wants to hire a Ratskin Scout he must pay the standard hire fee, which is 15 credits. A gang can have only one Ratskin Scout. The profile and skills for Ratskin Scouts are worked out after they are hired.

For purposes of calculating the gang rating a Ratskin Scout has a value of 75 (ie, his hire fee of 15x5).

RATSKIN SCOUT PROFILE

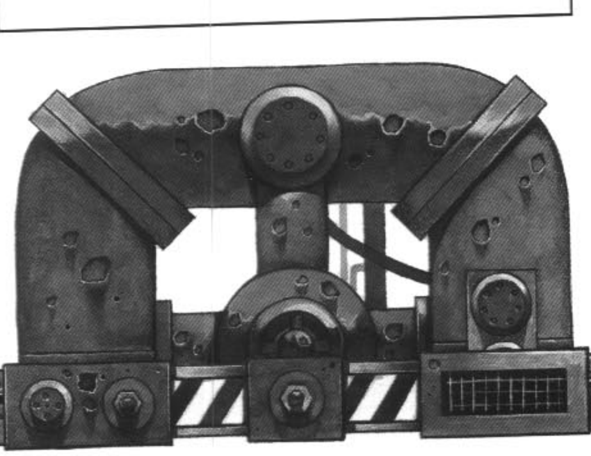
Ratskin Scouts may have special skills and superior characteristic values. This is worked out only after the Ratskin Scout is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Ratskin Scout will have a number of 'advances' as explained below.

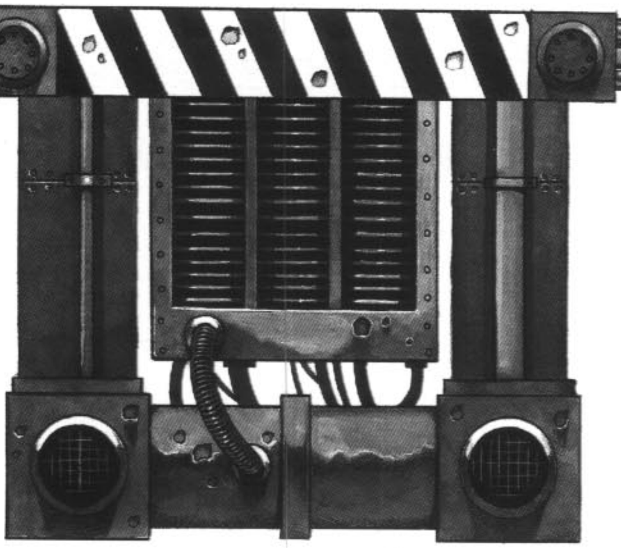
RATSKIN SCOUT ADVANCES

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

A Ratskin Scout has 3 'advances' which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Ratskin Scout may not improve any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Initiative
3	Roll a further D6: 1: +1 Ballistic Skill 2: +1 Strength 3: +1 Toughness 4: +1 Wound 5: +1 Attack 6: +1 Leadership
4-6	Roll a further D6: 1: Dodge (Agility skill) 2: Leap (Agility skill) 3: Sprint (Agility skill) 4-6: Roll a further D6: 1: Step Aside (Combat skill) 2: Nerves of Steel (Combat skill) 3: Ambush (Stealth skill) 4: Evade (Stealth skill) 5: Infiltration (Stealth skill) 6: Sneak Up (Stealth skill)





SPECIAL RATSKIN SCOUT RULES

Ratskins are expert guides and trackers, and this is represented by the following special rules.

GUIDE

A gang which includes a Ratskin Scout is able to exploit his knowledge of the Underhive and its countless half-forgotten passages and tunnels. This gives the gang a distinct advantage when it comes to confronting an enemy, permitting the gang to move rapidly to their objective.

To represent this a gang that includes a Ratskin Scout can add or subtract 1 from the Scenario dice roll to determine which scenario the players will fight. If both sides include a Ratskin Scout this ability is cancelled out.

Note that if a gang has a Ratskin map which also gives a bonus on the Scenario roll then the Ratskin Scout confers no further advantage. The gang already has access to all the hidden tunnels and passages in the area.

EXPLORE

If the Ratskin's gang wins a scenario he is allowed to explore the local area for new territory after the game. The Gang Leader tells the Ratskin to search for mineral deposits, likely looking places for settlement, fungus caves, and other possibly useful finds.

If the player wishes to send his Ratskin exploring roll a D6.

1	The Ratskin disappears and is never seen again.
2-5	The Scout reports no useful discoveries in this area.
6	The Ratskin Scout discovers a new territory. Refer to the Territory table and randomly determine a new territory. This is immediately added to the gang's existing territory unless it is an Archeotech Hoard or Green Hivers. Ratskins regard ancient places as sacred, and the discovery of an Archeotech Hoard will not be reported to the gang. Similarly, if he discovers Green Hivers the Ratskin will say nothing and leave them to their fate, for such is the will of the hive spirit. The Ratskin Scout reports no discoveries instead.

RESILIENCE TO INJURY

Ratskins are remarkably resilient to injury and have a natural ability to survive in the Underhive. They are less likely to get lost or captured than ordinary fighters, and, if hurt, they are better at hiding from danger.

To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries table and the player chooses which result will apply.

RATSKIN SCOUT WEAPONS

A Ratskin Scout fights with his own weapons as described below. They cannot buy other weapons or equipment. Ratskin Scouts are rumoured to spend every penny they earn on drink and hallucinogenic fungus which is why so many go bad and become renegades.

Ratskins are armed with the following:

Any number of knives
Club, Maul, Bludgeon, or Axe
Blindsnake pouch

Plus one of the following:

Shotgun + solid and scatter shells
Autogun
Lasgun

PLAYING A CAMPAIGN GAME

When playing a campaign game you have two extra things to do. Firstly, before the game starts, you must decide where the fight is to take place and sort out any other **pre-battle** details. Secondly, after the game is over, you must roll for income, injuries and other **post-battle** details.

PRE-BATTLE SEQUENCE

Before the battle can begin, the players work their way through the following sequence.

1. The player with the lowest gang rating rolls on the **Scenario table** to determine which scenario will be played. If the scenario has an attacker and a defender, then the player who picks the scenario **must** attack.
2. Roll for fighters with Old Battle Wounds or Head Wounds to see what part they play in the battle.
3. Set up the terrain and gangs according to the rules for the scenario you are playing.

POST BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to Section 4 (*Collecting Income*) straight after the game.

1. Determine the extent of injuries for each fighter out of action at the end of the game. Fighters who are down at the end of the game are considered to be out of action on the D6 roll of a 4, 5 or 6 and must also roll for injuries. See the **Serious Injuries chart**.
2. Allocate Experience points for your fighters and make any Advance rolls. See the **Experience section** and **Scenarios** for details of how this works.
3. Re-allocate territory if appropriate. Territory may be lost or won according to the scenario played.
4. Collect income from territory as described in the **Territory section**.
5. Recruit new fighters and buy new equipment as described in the **Trading Post section**.
6. Update your total gang rating and you are ready to fight again.

DISBANDING GANGS

You may choose to disband your gang at the end of any game and start again with a new one. All of the old gang's territories are lost, but gang fighters may be hired for the new gang if you wish. Gang fighters who are 're-hired' have a cost equal to the value listed for them in the gang list plus their equipment, plus 1 credit per Experience point.

The leader of a disbanded gang, if he is still alive, may not be hired into the new gang. He wanders alone and defeated into the wastes and is never seen again.

BUYING NEW EQUIPMENT BETWEEN GAMES

As explained in the Trading Post section, fighters may be bought new equipment using credits from the gang's stash. Fighters may trade in old equipment they no longer want. Gang fighters can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date.

Weapons purchased, swapped or taken from storage must be of an appropriate type for the fighter as indicated in the recruitment lists. You can't give a ganger a heavy weapon, for example.

Record any changes to a gang fighter's equipment on the gang roster. Bear in mind that models must always carry the appropriate weaponry. A fighter who changes his weaponry must be represented by a new model, or the existing model may be converted so that he carries the appropriate weapons.

SCENARIO TABLE

2D6	Result
2	The player whose gang has the higher gang rating may choose which scenario is played. The battle is fought in an old dome which is prone to cave-ins. If either side uses a heavy weapon or grenade during the game the roof caves in on a D6 roll of 4, 5 or 6. Roll each time such a weapon is used. If the roof caves in then the game ends immediately in a draw and all models must roll under their Initiative to escape without further harm. Any fighters who fail this test sustain a S4 hit with a -1 armour save modifier.
3	The player whose gang has the higher gang rating may choose which scenario is played.
4-6	Play the *Gang Fight* scenario.
7-11	The player with the lower gang rating may choose which scenario is played.
12	The player with the lower gang rating may choose which scenario is played. In addition, this is a real 'grudge match', so both sides earn double Experience points for the battle.

SCENARIOS

Necromundan Underhive gangs rarely risk battle without good reason. The following scenarios represent seven different kinds of fight from the straightforward rivalry of the Gang Fight to more involved missions such as Ambush and Rescue. Each scenario presents its own problems and opportunities, enabling you to vary the type of game from one battle to the next.

SCENARIO 1: GANG FIGHT

Gangs run the risk of encountering rivals as they explore the ruined Underhive landscape. Not all encounters end in violence. Sometimes two gangs meet and, finding no good reason to fight, go their own way. Other encounters end in bloody firefights with neither side prepared to give way. Ultimately, every gang must be prepared to defend itself, to protect friends or family in the wastes, or simply to maintain the respect of its trading contacts and rivals.

The *Gang Fight* scenario represents one such encounter. Two gangs meet while travelling through a ruined dome. Both gang leaders are looking for trouble – neither is prepared to turn his back and let his opponent get away without a fight.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

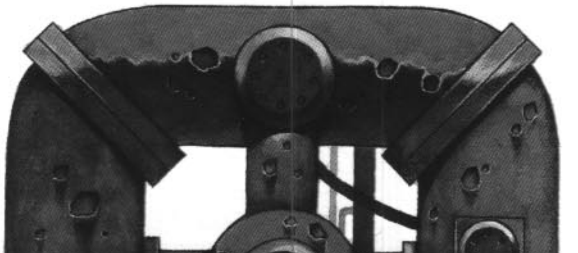
STARTING THE GAME

Both players roll a D6. The higher scoring player takes the first turn.

ENDING THE GAME

The *Gang Fight* has no specific objective other than to drive off the enemy gang.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.



EXPERIENCE

Fighters who take part in the *Gang Fight* earn Experience points as noted below.

+D6	**Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
+5	**Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.
+10	**Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

SPECIAL

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then it can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.

SCENARIO 2: SCAVENGERS

The deep Underhive is a maze of ancient and abandoned ruins, concealed entrances and long forgotten domes. Sometimes these contain priceless archeotech, gems, precious mutant fungi and other valuable items which can be scavenged from the depths. Treasure hunting is not without risk though, and these isolated places can be home to ferocious mutant creatures.

In this scenario two gangs encounter each other while scavenging and each tries to drive the other off and grab the loot for itself.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

Once you have placed the terrain you must place a number of **Loot counters** on the table to represent items of value. Roll a D6 to see how many counters there are.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other. Note that the counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.

GANGS

Once all the Loot counters have been placed each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

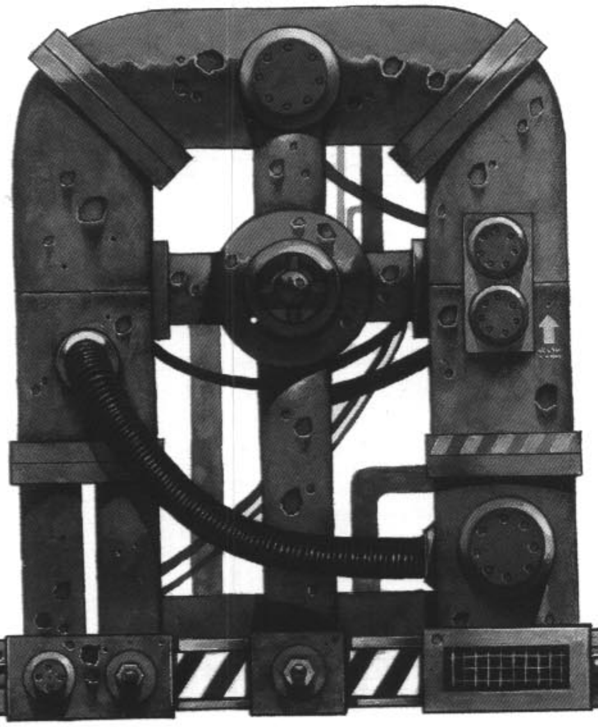
Both players roll a D6 and the higher scoring player takes the first turn.

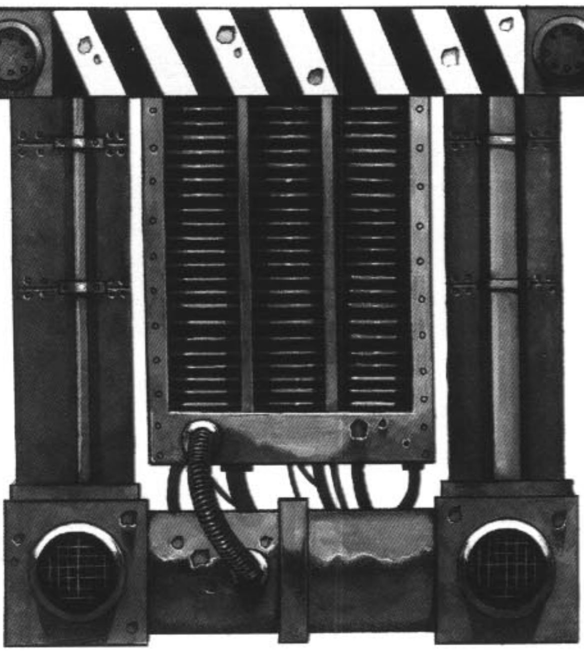
THE MONSTER ROLL

Each player may, if he wishes, roll a D6 at the start of the **opposing player's** turn. On a roll of 1-5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival gang. The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the table is attacked.

Roll the D6 again to see what happens to the fighter.

1	The fighter manages to beat off the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for his main weapon – he has fired off loads of ammo to drive off the attack.
2-5	The fighter manages to beat off the creature. The fighter may not do anything else this turn.
6	There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter vanishes, never to be seen again.





PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

ENDING THE GAME

The fight continues until one of the gangs is driven off or until one gang has all of the loot in its possession as described below.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the winner is left in possession of the battlefield.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game ends and that gang has won.

The winner of the scenario may claim any Loot counters which are loose on the table when the game ends.

EXPERIENCE

Fighters who take part in the *Scavenger* scenario earn Experience points as noted below.

+D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+1 **Per Loot Counter.** If a fighter is carrying loot at the end of the game he receives +1 point per counter.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.

+10 **Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

LOOT

After the game is over each gang is allowed to cash in its loot. The income generated is added to the income from the gang's territory. Each Loot counter is worth 1D6 x 5 credits.

In ages past a trickle of waste seeped downwards through the hive and into an abandoned dome. In time the trickle became a torrent, and the dome's roof collapsed under the relentless pressure. The falling fluids brought masses of debris into the dome, burying the floor beneath a thick layer of sediment. Eventually, further erosion of the dome's floor caused it to collapse too, and the fall plunged into a yet older dome beneath.

The effluent flow grew year by year, carrying debris further down, and wearing away a whole series of domes to produce a roaring fall of multi-hued effluent and a gaping chasm into the deepest levels of the hive.

Today the effluent is gone, but a thin trickle of dust still cascades from above. In its stead there is the shaft itself, plunging through the Underhive to the darkness of the hive bottom. This is called the Abyss, a mile-deep hole that pierces dome after dome in the path of the old river falls.

Perched upon the edge of the Abyss is Dust Falls, a large settlement from which ambitious gangs take the steep path down into the depths of the hive. The trail leads to the Hive Bottom itself and the pollutant sump lake of chemical slime that lies at its base.

SCENARIO 3: HIT AND RUN

Gangs who want to explore far from their home settlement rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like. Sometimes they hole up in lone slime farms or mines run by friends or family.

The *Hit and Run* scenario represents a daring raid by a small group of fighters upon one of a rival gang's hideouts. The hit and run doesn't aim to destroy the hideout, just to cause a bit of damage and remind rivals that your gang is a force to be reckoned with.

TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. The area of ruins represents the area around the defenders' hideout. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

Once the terrain is set up the defender places a Loot counter to represent a hoard which the gang has collected ready to take back to their main settlement. The defender also places a piece of terrain to represent the Water Still – the collecting vanes of a vapour trap, a device that extracts water from the Underhive atmosphere.

The defender can place the loot anywhere he likes on the tabletop, and he can place the water still on the top surface level of any building. He must place the loot and the water still at least 8" apart. These are not necessarily going to play an important part in the game. The water still is only of special significance in the *Blitz* mission, whilst the loot is used in the *Stick Up* mission, as explained below.

THE MISSION

The *Hit and Run* scenario can be played with any of the mission objectives described below. The attacker rolls a D6 to determine which mission he undertakes once the scenery has been set up.

1 **Blitz.** The attackers try to wreck the water still. They win if they cause any damage to the water still's vapour collecting vanes. The still has a Toughness of 6 and is damaged if it sustains 1 or more 'wounds'.

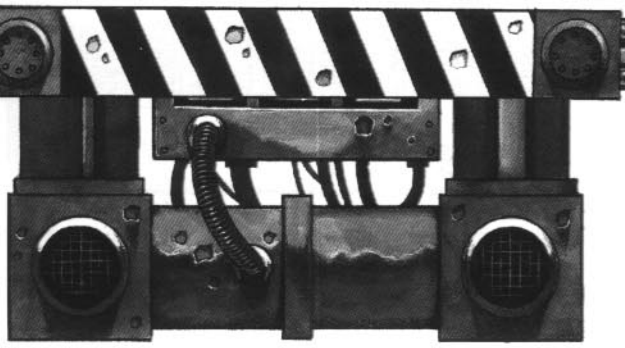
2 **Bushwack.** The raiders try to gun down the opposing gang leader. They win if they take the opposing gang leader out of action.

3 **Scrag.** The attackers aim to ambush and 'scrag' an enemy gang fighter who they have a personal grudge against. The target gang fighter is chosen randomly before the attackers are set up. The raiders win by putting the target fighter out of action in hand-to-hand combat.

4 **Shoot Up.** The raiders plan to make a pass through the area, firing weapons in the air, whooping and yelling, and generally scaring the hell out of everyone. They win by setting up within 4" of one table edge and exiting at least one model from the opposite edge.

5 **Stick Up.** The raiders try and steal the opposing gang's loot. They win if a raider model leaves the table with the loot. The Loot counter can be picked up and moved exactly as described in the *Scavenger* scenario. If successful the raiders gain D6x10 credits to add to their income after the battle, and the losers' income is reduced by the same amount.

6 **Choose.** The attacker can choose any of the five missions described above.



GANGS

The defender sets up first. He deploys up to D6 of his gang to represent fighters in the immediate area around the gang's camp. The defender chooses which fighters he wishes to deploy. Defenders may be placed anywhere on the table but must be placed at least 8" away from a table edge.

The attacker then deploys his gang anywhere on the table but not within 8" of an enemy fighter. However, note that in the *Shoot Up* mission attackers must be placed within 4" of one table edge as described above.

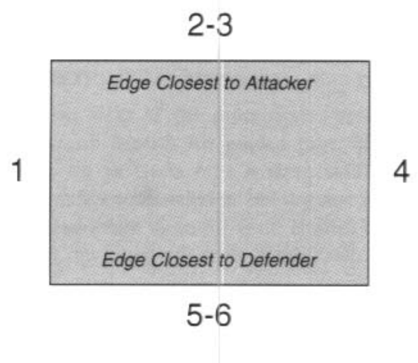
The attacker has a randomly determined number of gang fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker may choose which of his fighters he will commit to the hit and run.

STARTING THE GAME

The attacker takes the first turn of the game.

DEFENDER REINFORCEMENTS

At the start of each of his turns after his first the defender may bring further gang fighters onto the table. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 up to 3 fighters. The reinforcements all arrive on the same table edge. Determine which edge they arrive at by rolling a D6.



Defenders arriving at the start of the turn may move and fight normally that turn.

ENDING THE GAME

The game ends once the mission objective is met. The game also ends if all the attackers are down or taken out of action or if the attacker bottles out.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle tests until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests at all. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

Fighters who take part in the *Hit and Run* scenario earn Experience points as noted below.

+D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.

+10 **Winning Raider.** Each surviving raider earns an extra 10 Experience points if the attackers win the game.

All the big Underhive settlements have their own fighting pits. The pit fights are one of the most common kinds of public entertainment in the Underhive and take many forms. Although fights involving criminals, mutants, beasts from the wastes, and 'have-a-go' citizens are all popular, the professional pit fighters are the main attraction.

Successful fighters become famous and very popular. Huge sums are wagered on their performance and people will travel for miles to see a clash between the best combatants. Most pit fighters are slaves, although some are free men who actually enjoy taking part in these bloodthirsty competitions.

SCENARIO 4: AMBUSH

The ruins and enclosed tunnels of the Underhive afford ample opportunity for gangs to ambush their rivals.

In the *Ambush* scenario one gang has set a trap for the other. The ambushers must plan their ambush very carefully, however, because if their opponents are able to avoid it the hunters could very quickly become the hunted!

TERRAIN

In this scenario the player who picked the scenario is the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area roughly 4' x 4' .

GANGS

Before setting up his gang the defender splits his fighters into one or more groups, each of two or more models. The defender chooses one group and places it in the approximate centre of the table.

The attacker then sets up his entire gang. All the attacking gang fighters must set up behind cover and in hiding as described in the rules. They may not set up within 12" of a defending fighter, but otherwise they may be placed where you wish.

The defender then sets up the rest of his gang, one group at a time. He nominates the group he wishes to set up and rolls a D6. On a roll of 1-5 all the fighters in that group must be set up within 4" of one defending model that has already been placed. On a roll of 6 the group may be placed anywhere on the table – this enables them to set up in a position to ambush the ambushers!

Note that although attackers may not set up within 12" of a defender, this is **not** true of the defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME

Once both sides have completed their set-up the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight.

EXPERIENCE

Fighters who take part in the *Ambush* earn Experience points as noted below.

+D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.

+10 **Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

SPECIAL

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then the gang can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.

The cage door opened, steam belching from hydraulic hinges, and through the cloud walked Spike and Lukas: dark silhouettes against the bright glowlight of the liftcage. Looking around they noted with unease the battery of weapons aimed at their heads, but their attention was drawn to the huge iron throne in the centre of the floor. There, sat like a monstrous spider, was Balthazar Van Zep.

Balthazar Van Zep! Once he had been a friend to the Merchant Guild - a trader and warrior - the most feared gang leader and the greatest ally of the Guilders. Then in a fit of drunken rage he had murdered the Guilder Alta Lago.

During the subsequent manhunt he was pursued from dome to dome, eventually disappearing from the Underhive. They said the price upon his head would buy a planet.

'Gentlemen,' hissed Balthazar Van Zep. 'It seems you have a problem. Someone has been greedy, our takings are down, credit is missing.'

After decades of intrigue Van Zep had built an empire of crime. Now his tendrils reached into every vice den, his influence stretching from the illicit trading posts of Heretics Hole to the seedy gambling dens of Down Town.

Balthazar Van Zep glared at the two men and reached into a small dish drawing out a glistening beetle which he popped into his mouth and crunched. Spike and Lukas shuffled uneasily.

'I am at a loss to explain it,' continued Van Zep. 'For years I have fed and looked after those loyal to me. Now it seems that generosity is not enough.'

He raised his hand and snapped his fingers. A battered, headless corpse was thrown from the shadows. Spike and Lukas stepped back hastily as the gruesome body landed at their feet. The two men gaped with horror at the sight before them. They saw the familiar snake tattoo on the well-muscled arm. It was Sliding Jak, or what was left of him.

'That, as I'm sure you've already noticed, was a former colleague of ours, and I can assure you he took a long time to die. Before he did, he gave us this list of names.'

From his robes Balthazar Van Zep produced a piece of mnemonic paper.

At the sight of the paper Spike went for the gun concealed beneath his padded robe. His hand moved with the swiftness of a striking snake, pulled the bolt pistol from its shielded holster, and levelled it at Balthazar Van Zep.

Lukas threw himself to the floor as Spike exploded in a hail of bolt shells. Remnants of his companion fell to the floor around him with bloody splashes. The deafening gunfire stopped and its echo reverberated round the vaulted room until it too died away.

From the shadows stepped Lothar Hex, the Widowmaker, his boltgun smoking. He walked over to where Lukas lay and put his boot upon the man's neck, pointing the gun at the back of his head.

'Take him away Hex,' sneered Balthazar Van Zep, 'and take this too.' He handed his henchman the piece of paper.

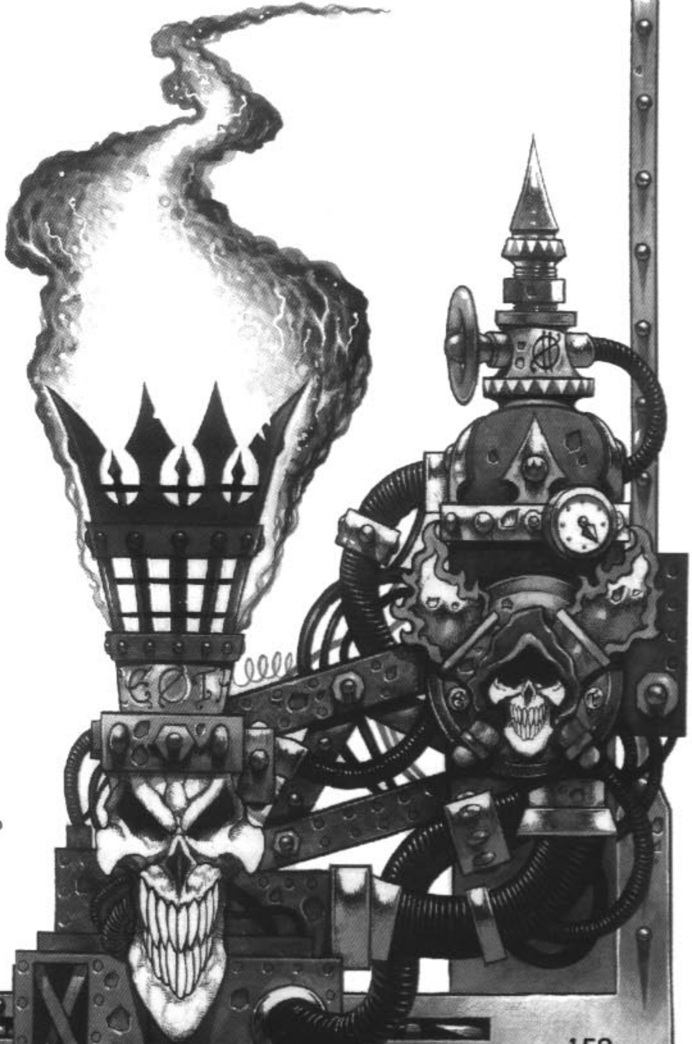
'These are the names that Sliding Jak gave me - and', he smiled cruelly at the quaking Lukas, 'your names do not appear on it.'

Lothar Hex hauled Lukas to his feet and led him out of the chamber.

'When you've finished with him see to that list,' cried Van Zep. 'I want them all dead... and their people. Leave no survivors.'

Balthazar Van Zep thought for a moment until a sly grin played across his ruined features. He reached into the dish by his side and dropped another beetle into his mouth. He gestured to one of the slaves in the shadows.

'Clean away this mess,' he said, 'and then bring down the next two.'



SCENARIO 5: THE RAID

Gangs rely upon trading contacts and friends to generate their income, either by providing cash, food or shelter, or by trading things the gangs discover in the wastes. These are all known as territories, although some territories actually take the form of contacts with third parties rather than physical places in the Underhive. A gang's territories are always vulnerable to attack by other gangs, and one of the most effective ways of crushing a rival gang is to raid its territories.

In the *Raid* scenario one gang attacks the territory of another. The territory is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or bypass the sentries, destroy the objective and then get away as quickly as possible.

This scenario introduces new rules for sentries which make the game particularly nail-biting. The scenario is slightly more complex than earlier ones and is worth leaving aside until you have a firm grasp of the game rules.

TERRAIN

In this game the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

The tabletop represents the most valuable of the defender's territories. If the defender has several territories of equally high value then the attacker may raid whichever he likes. The terrain is either the territory itself or the entrance to it (such as a mine or tunnel entrance, hole or water still) or a part of the Underhive that a contact has asked you to protect or search (such as a Guilder contact, Friendly Doc, the owner of a workshop, or friends in an Underhive settlement.)

RAID OBJECTIVE

After the terrain is set up, the defender places a piece of terrain to represent the Gateway anywhere he likes on the table. This is the entrance way to the mine, hole, tunnels, etc. Possibly it leads to an underground store containing a valuable find that one of the defenders' contacts has asked them to protect or transport. Players should feel free to invent something they feel is appropriate for the type of territory being raided. The raiders must destroy the Gateway to win the game.

The Gateway structure has a Toughness of 6 and can sustain the equivalent of 3 wounds before it is destroyed.

GANGS

The defender sets up first. He deploys up to D6 of his gang as sentries, choosing which fighters he wishes to put on sentry duty. Sentries may be placed anywhere on the table at least 8" away from a table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge. The attacker has 2D6 of his gang fighters for the raid; the remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker may choose which of his fighters he will commit to the raid.

STARTING THE GAME

The attacker takes the first turn of the game.

SENTRIES

Until the alarm is sounded (see below) sentries move D6-3 inches per turn. Roll separately for each sentry to determine how far he moves. If the distance is negative then the attacking player is allowed to move the sentry model. For example, a roll of 1 gives a move of -2, so the attacker moves the sentry 2" in any direction.

After moving each sentry, roll the Scatter dice and turn the model to face the direction indicated.

SOUNDING THE ALARM

Until the alarm is sounded sentries move as described above. In addition, their Weapon Skill is halved (rounding fractions up) and they may not shoot any weapons.

After the alarm is sounded sentries may move and attack freely. In addition, the defender may bring on reinforcements as described below.

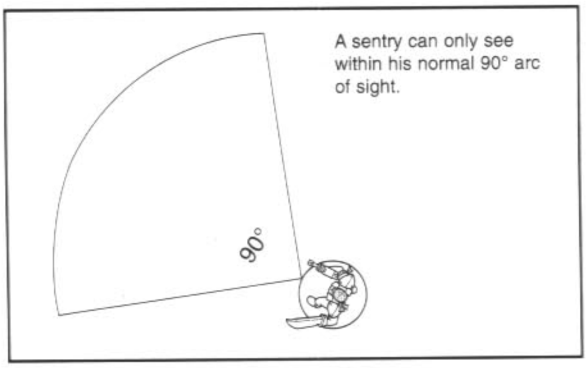
The alarm can be sounded in a number of different ways:

SPOTTING. Roll 2D6 at the end of the defender's turn. Sentries can try to spot any raiders that are within the distance rolled so long as they could normally be seen – ie they are within his arc of vision.

> Raiders in the open will be spotted on a D6 roll of 2 or more.
>
> Raiders in partial cover will be spotted on a D6 roll of 4 or more.
>
> Raiders in cover or hiding will be spotted on a D6 roll of a 6.

Sentries will spot any raider within their Initiative distance in inches on a D6 roll of a 2+ regardless of cover or hiding. For example, a sentry with Initiative 4 spots hidden raiders within 4" on a roll of 2 or more.

If a sentry spots a raider he sounds the alarm.


A sentry can only see within his normal 90° arc of sight.

Raiders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range is the same as in his turn and the same dice rolls are required. Remember, sentries can only see within their normal arc of vision as described above.

A sentry can only give the alarm if he survives the raiders' turn. If he is taken out of action then he cannot give the alarm.

SHOOTING. If a raider shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like needle guns. Note that shooting can sound the alarm even if there are no sentries left.

FIGHTING. A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn. Remember that the sentry's Weapon Skill is halved until the alarm is sounded. If the raider shoots a pistol or uses a chainsword in hand-to-hand combat then you must roll as described above to see whether the shots sound the alarm, even if the sentry is killed.

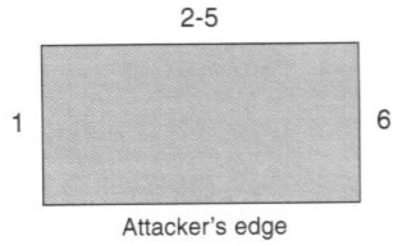
In addition, the noise of fighting may cause the alarm to be sounded even if the sentry doesn't survive to do so himself. The attacker rolls a D6. If the score is not more than the number of raiders fighting in the hand-to-hand combat then the noise of the scuffle has been noticed and the alarm is sounded. For example, if three raiders mug and kill a sentry then you must roll 4 or more for this to go unnoticed.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter later as reinforcements.

Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter as shown on the diagram below. Reinforcements cannot be placed within 8" of a raider model. Reinforcements may move and fire normally in the turn they are placed.



ENDING THE GAME

The game ends and the raiders win if the Gateway is destroyed and all surviving raiders leave the table by the edge where they originally set up.

The game also ends if all the raiders are down or taken out of action or if the attacker bottles out. In this case the defenders win. The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

Fighters who take part in the scenario earn Experience points as noted below.

+D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.

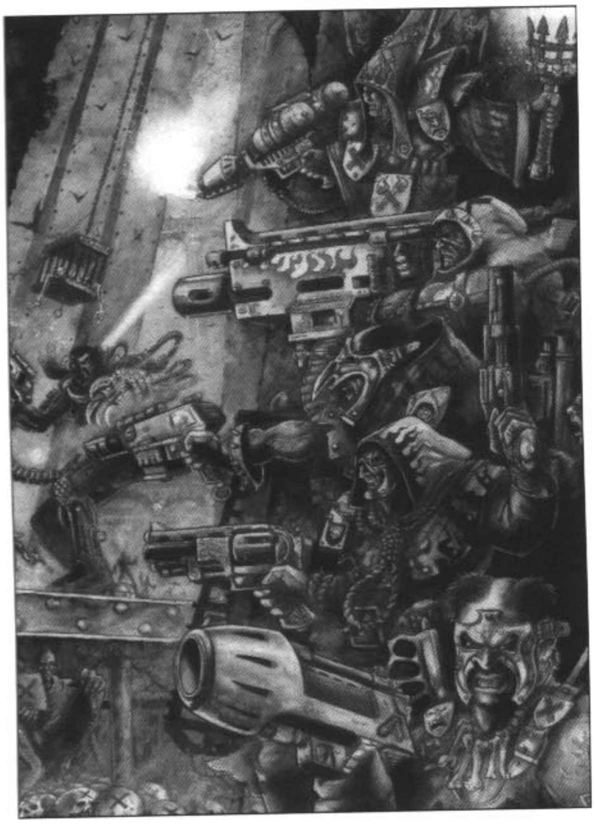
+5 **Destroy Gateway.** A raider earns 5 points if he inflicts the hit which destroys the Gateway.

+10 **Successful Defence.** If the defender wins the game then his gang leader earns 10 Experience points.

SPECIAL

If the Gateway is destroyed during the game then roll a D6. On a score of 6 the territory is lost. The defender strikes out the territory from his gang roster and may not collect income from it. On the score of 1-5 the territory is damaged or a trading contact is disrupted. The player may not collect income from the territory after the battle, but he keeps the territory and can collect income from it in the future.

SCENARIO 6: RESCUE MISSION



Gang fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious gang can discover that one of its fighters has staggered unwittingly into the clutches of their rivals. Rather than kill their captives, gangs will normally ransom them for a price. If a gang cannot pay the ransom, or simply refuses to, then the captive can be sold as a slave or forced into the mines to toil for his new masters.

This scenario represents a rescue mission. One of your gang fighters has been captured and you have discovered where he is being held. A small group of raiders is poised to mount a daring rescue bid.

This scenario can only be attempted when a gang fighter has been captured. The player who has lost his fighter may decide to attempt a rescue rather than pay the ransom. This is an exception to the normal rules for selecting a scenario. Except where noted otherwise below the rules are the same as for the *Raid* scenario already described.

THE PRISONER

When he sets up his gang the defending player places his captive anywhere he likes on the table. The prisoner may not move until he is freed. The defender is not allowed to attack or 'execute' his prisoner, but must attempt to drive off the rescuers. Once the captive is freed he may be attacked or shot at like any other fighter.

A prisoner is free to move and fight once cut free by a friendly fighter. The friend moves into base contact with the captive and spends the rest of the turn cutting him free. He may not shoot, fight hand-to-hand, or do anything else during the turn. Once freed the prisoner may move and attack normally. Note that the captive has no weapons or other equipment, but is assumed to be given a knife by his liberator.

ENDING THE GAME

The game ends if the captive is freed and makes his escape by moving off the table edge The game also ends if all the raiders are down or taken out of action or if the attacker bottles out. The defender is defending his gang's hideout and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

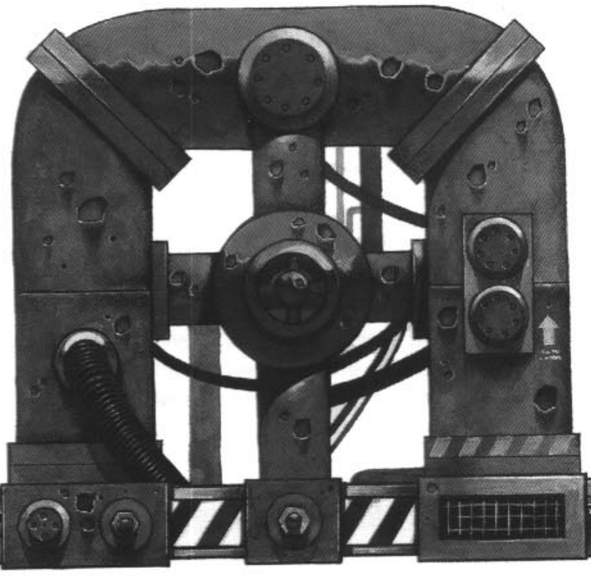
Fighters who take part in the scenario earn Experience points as noted below.

+D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.

+5 **Free Captive.** A raider earns 5 points if he cuts the captive free.

+10 **Successful Defence.** If the captive is not freed then the defending gang leader earns 10 Experience points.



SCENARIO 7: SHOOT-OUT

Settlements of any significant size are regarded as neutral territory by gang fighters and other Underhivers alike. The Guild traders take a dim view of gangs who bring their disputes into town – especially when innocent customers get hurt and property damaged. Existence in the Underhive is precarious enough without the added danger of rampaging gangs using local settlements as battlegrounds. Only outlaw gangs pay no heed to this unwritten code, shooting up settlements, killing Underhivers and robbing drinking holes.

In this scenario fighters from two rival gangs meet in a small wastezone settlement. The situation is tense because neither side wants to be seen breaking the peace. The locals hide behind closed doors, fearful that a firefight may develop. Meanwhile the fighters converge from opposite sides of the settlement. As they catch sight of each other they prepare to stand their ground, neither willing to give way, but not wishing to be seen drawing a weapon first. Soon they stand almost face to face, hands hovering above guns, eyes fixed intently upon their targets.

The objective of the Shoot-out scenario is **not** to draw a weapon before your enemy. At the same time you must entice your rival to draw first and then drive him out of town with your return fire.

TERRAIN

The terrain represents a small wastezone settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

THE GANGS

Each player rolls a D6 to see how many of his gang are present for the shoot-out: 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These fighters are **randomly** selected from the gang – the player cannot choose which of his fighters are involved in the shoot-out.

The two gangs are set up 16" apart at ground level and in a position where they are in full view of each other. Roll a dice to decide which side sets up first. Each gang must set up in a small group with no model more than 1" away from any other model.

All fighters are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special **build-up** and **fast draw** sequence of play is used.

THE BUILD-UP

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shoot-out a special series of turns called the **build-up** is used.

Each turn of build-up has its own sequence of play. First both sides move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

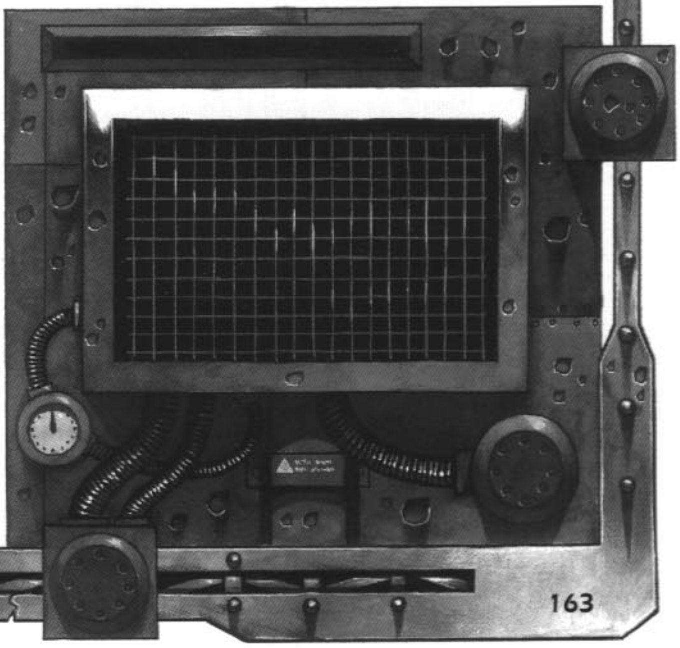
During the build-up both gangs move at the same time rather than one after the other. The fighters walk slowly and deliberately towards each other until somebody's nerve fails and guns are drawn. To represent this, gang fighters may move up to 1" per turn. Fighters must move towards the enemy and may not move into cover. Once models are within 4" of the enemy they stop. Players take it in turn to move one gang fighter, starting with the player that has the most.

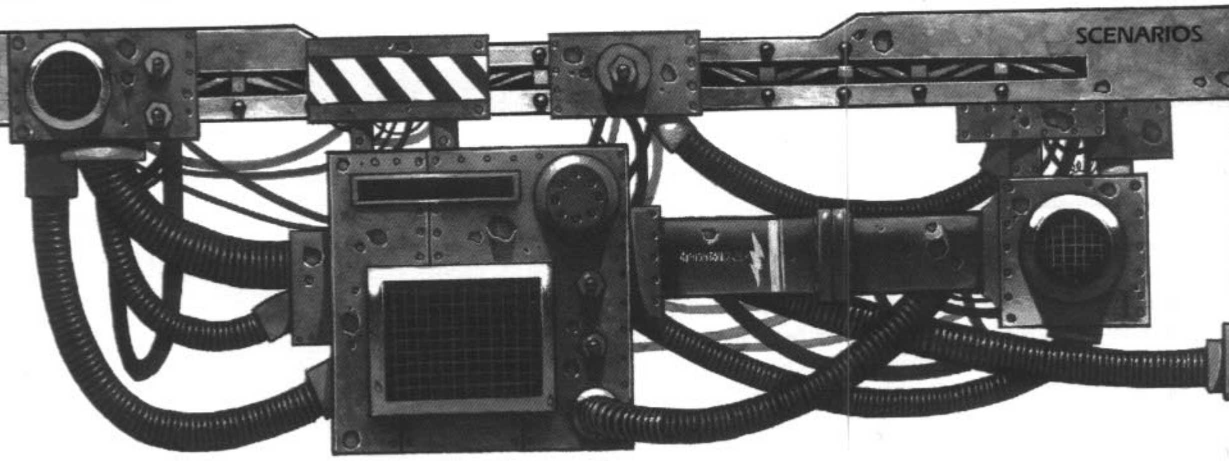
After both sides have moved each player must make a Nerve roll. Each player rolls a D6 and writes down the score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling a dice at the end of each move and adding it to their score until one player's total score goes over 15.

IMPORTANT: A roll of '6' counts as '0' when making a Nerve roll, so if you roll a 6 your score stays the same as it was on the previous turn.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see *The Fast Draw* below). If both players' scores go over 15 on the same turn then the player who has the highest total score is the one that is assumed to have gone for his gun first. If both players have exactly the same score, then they both go for their guns at the same moment!

Assuming that one player drew first, then each of the *opposing* gang fighters gets a number of Experience points equal to the difference between the two players' scores, to represent the fact that they have held their nerve in the face of great danger. For example, if one player ended up with a total of 14 points and his opponent had a total of 17, then





each ganger belonging to the player with the lower score would get 3 Experience points.

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots fired. This is called the **fast draw**. During the fast draw neither side is allowed to move but both sides are allowed to shoot.

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot the next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the shoot-out and the other side loses.

If you win the shoot-out and the defeated gang drew first, roll a D6. On a roll of 1-5 your opponent may only draw half his normal income following the fight – his gang's contacts are reluctant to deal with the troublemaker. On a roll of 6 the defeated gang draws half its normal income and must surrender one randomly determined territory to the winner – associates of the gang no longer have faith in its leadership.

EXPERIENCE

Fighters who take part in the shoot-out earn Experience points as noted below.

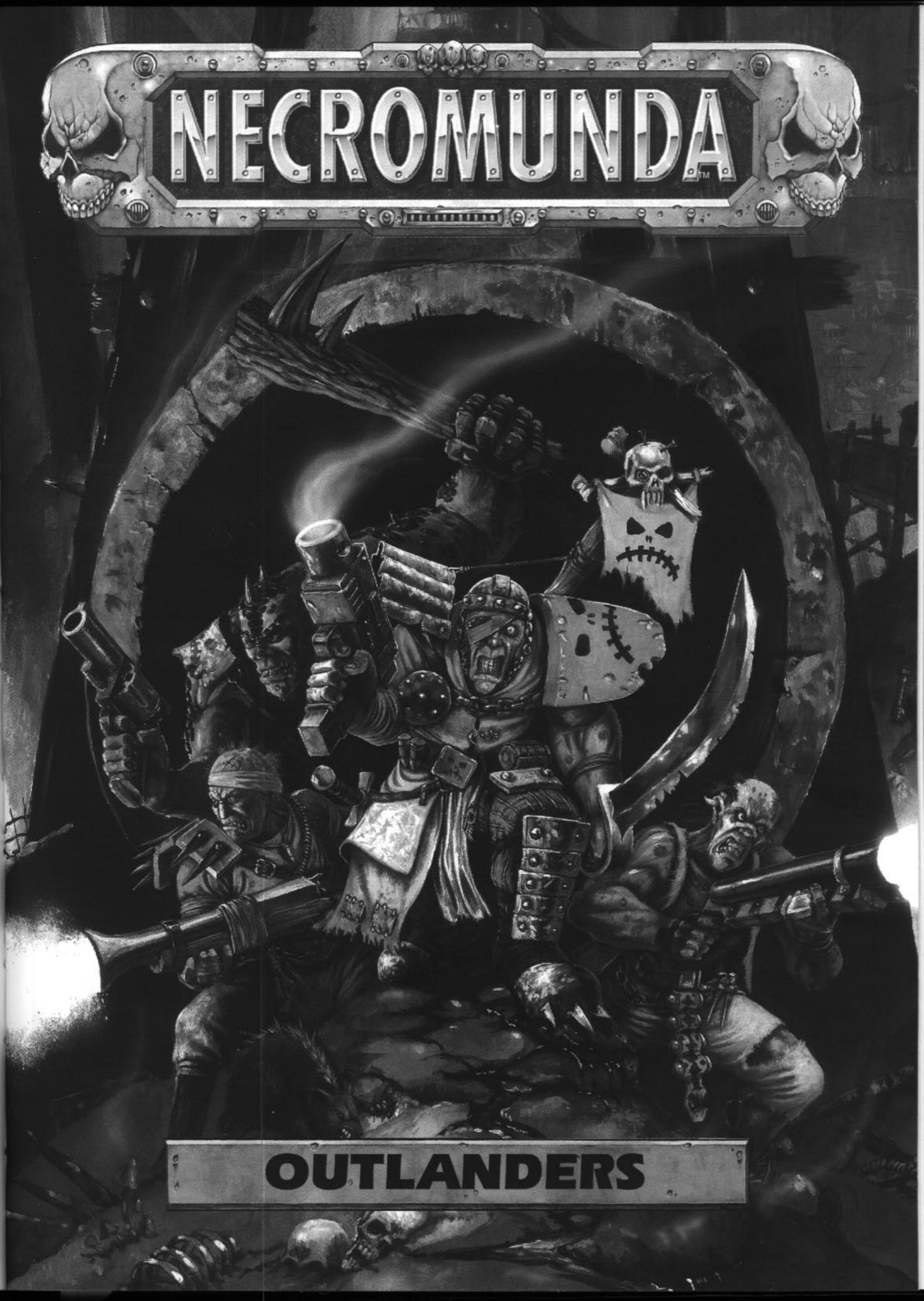
+? **Held Nerve.** Each surviving gang fighter of the side that held their nerve the longest scores a number of victory points equal to the difference between the two sides' scores (see **The Build Up** rules above).

+D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.

+D6 **Winning Side.** Each surviving fighter on the winning side earns an extra D6 points.

NECROMUNDA™



OUTLANDERS

OUTLANDERS

Out amongst the badzones the only laws are those enforced at the point of a gun. The worst scum from the settlements wind up here, driven out for real or imagined crimes by other gangs, irate settlers or vengeful Guilders. They fight constantly with the rats, mutants, Plague Zombies and Scavvies that populate the reeking acidic marshes and waste pits of the hive bottom. Every day is a nightmare struggle for survival which makes life in the settlements look like an offworld holiday.

Renegade Ratskins, escaped pit slaves and mad Wyrds wander the wastes and may help or hinder other Outlaws as the mood takes them. Crazed bands of Redemptionists mount crusades against the forces of darkness, who are certainly in plentiful supply in the Underhive, though the fanatic zeal of the red brethren normally makes them Outlaws too. But though the Redemption are far from kindly in their ministrations the Outlaw scum of the badzones dread the Spyrers more than anything else. Every Outlaw's greatest fear is to be hunted down and slain like an animal, to be mutilated for trophies and dismembered for sport by the Spyrers.

Illegal trade posts and bandit strongholds are scattered throughout the badzones amongst the sumps and mounds of refuse and slag. Here the dregs of the Underhive rub shoulders, fight and kill one another while they trade their hard-won spoils for women, drink, guns, drugs and information. The night trains travel areas too polluted to be settled and these heavily armed caravans will trade with mutants or Ratskins as readily as anyone. Everyone in the badzones is fighting to keep what they have and claw as much as they can from those about them. Enslavement, disease, misery, madness and death lurk in the shadows to seize anyone too weak, stupid or alone to survive.

Overall, not a good place to be.

OUTLAWS

OUTLAWS

BECOMING AN OUTLAW

No-one sets out to become an Outlaw, it just works out that way. Of course, the Redemptionists know that they will place themselves beyond the laws of House and Hive when they don that red robe and mask, but they don't care, they refuse to even acknowledge the simple rules of the settlements. Ratskins can't help being born Ratskins and Scavvies can't help being the twisted scumsuckers that they are. Spyrers don't think that any Underhive law applies to them on principle, and they're probably right. But the real Outlaws, the gangs that have been driven out into the badzones are just unlucky. They got caught.

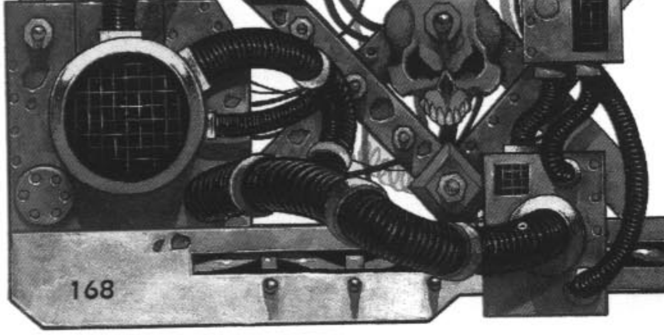
After every gang fight there's always a chance that a gang will be declared 'outlaw' by the Guilders. A gang may not have committed any crime at all and be outlawed anyway because they have been falsely accused by someone who's scared of them or jealous of their status. Far more likely is that the gang has broken the law and just had the misfortune to be caught and punished. The law is uncompromising in the Underhive and anyone who is outlawed will have to get out of the settlements very quickly or get used to their head adorning a pole as a warning to others.

THE OUTLAW TABLE

Whenever two players fight out a game of Necromunda either player can decide to report the incident to the Guilders' Watchmen afterwards. This accusation may cause the other gang to be outlawed, particularly if the opposing gang has been engaging in nefarious activities of some sort or is particularly large and well known.

There is nothing to prevent both players reporting to the Watchmen; indeed such acrimonious counter-allegations are very common. Naturally Outlaw gangs and Outlanders can't report to the Watchmen, they would just shoot them on sight or imprison anyone who was sent by them.

In the post battle sequence, after rolling for income, skills etc., each accused player must roll 2D6 to see whether the accusations against his gang come to the attention of the Guilder courts. The rolls must be witnessed by the opposing player and are modified as noted. Note that it is possible for both gangs to be outlawed if each reports the other to the Watchmen.



OUTLAW TABLE

2D6 Roll	Result
12	**Deputised.** The Guilders are so impressed (or fooled) by your law-abiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an income bonus of 25 credits each time you play a game against Outlaws from now on, and you can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you. Make a note on your Roster Sheet that you are now Watchmen. You can decide to stop your gang being Watchmen at any time.
3-11	**Clean.** You're clean citizen, move along.
2	**Outlawed!** Time to get out of town. You must choose one of your territories to keep as a hideout and delete all of the rest (which are seized by the Guilders).

MODIFIERS

Scenario

-1	If the game you just played was an ambush and you were attacking.
-1	If the game you just played was a shoot-out and you drew second.
-2	If the game you just played was a shoot-out and you drew first.
-3	If the game you just played was an Outlaw scenario and you were attacking.

Gang

-1	For each Wyrd or pit slave in your gang.
+1	If your gang rating is under 1,000.
-1/+1	If your gang rating is over 2,000 (roll a D6 each game 1-3= -1, 4-6= +1).
-2/+2	If your gang rating is over 3,000 (roll a D6 each game 1-3= -2, 4-6= +2).

Other

-3	If you attacked any forces of the Imperium in the game you just played.
+1	If none of the modifiers given above have ever applied to your gang.

BEING AN OUTLAW

Being an Outlaw makes life very different. Food has to be scavenged from the tumbled rocks and rusting pipes of the wastes, be it rats, snakes, edible fungus or nutritious slime. Even getting enough food to stay alive can be problematic. Any trading has to be done in notorious Outlaw trading posts or with the night trains where a ready gun serves better than good bargaining techniques. On the bright side there are plenty of Hired Guns in the badzones who never show their faces in the settlements, and powerful allies can be found among the Wyrds and pit slaves.

Some Outlaw gangs succeed in setting up small kingdoms of their own in the badzones, a few square kilometres where the gang leader is lord of all he surveys. Others pay off their guild-debt and return to the settlements to take back their old territory. Others make vast fortunes and disappear up the hive, some are even rumoured to end up in the Spire serving the great families. Others just disappear without trace.

TERRITORY

A gang is allowed to keep one piece of their territory when they are outlawed; the rest of their territory is taken over by the Guilders. Even if the territory the gang keeps was in a settlement it is assumed that the gang leader had enough warning to move the important parts out into the wastes before the Watchmen turned up. Once set up again in the wastes the territory forms the hideout or base camp for the Outlaw gang.

The Outlaw gang can end up losing its one remaining territory to another gang because it is heavily defeated in a scenario such as *Gang Fight* or *Ambush.* If this happens the Outlaws are forced to move on and look for another hideout – roll on the Outlaw Territory Chart to see what charming new abode they find for themselves.

COLLECTING INCOME

The gang's territory still supplies income if it is worked by a ganger. Unfortunately the income is halved because of the innumerable difficulties of functioning out in the badzones without the support of the Guilders. This penalty doesn't apply to territory generated from the Outlaw Territory Chart because the territory is already so bad it doesn't get any worse!

The income the gang collects from their territory and *foraging* (see below) is not cross referenced with the size of the gang on the Income Table as it is for a normal gang. However, the gang will need to be given supplies of some sort, see *So Many Mouths to Feed...* below.

FORAGING

Anyone who wasn't seriously injured in the game can go foraging. Juves, gangers, heavies and even leaders can all forage, though if they forage they can't perform any special tasks such as visiting the Outlaw trading post or working the gang's territory. Each forager collects D6 credits' worth of stuff from the wastes. Hired Guns and special characters never forage, that isn't what they're paid for.

NO HOPE
WANTED
10000 GUILDER CREDS AWAIT THOSE THAT GIVE

SO MANY MOUTHS TO FEED....

Unfortunately, the gang needs to be fed and supplied one way or another. After a game, once foraging and the income from territory have been generated, each member of the gang will need 3 credits' worth of supplies to keep him going. Hired Guns and special characters don't need to be given supplies, it is assumed that their pay is more than enough to keep them in rat burgers. Any cash left over can be put in the stash.

STARVING

If the gang can't pay out 3 credits for each gang member either from their stash or from generated income they are in danger of starving to death. Any model that doesn't have 3 credits spent on them after a game suffers a penalty of -1 to their Strength and Toughness characteristics until they do. These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster. And yes, you can keep the weapons and equipment of someone who has starved to death...

OUTLAW TERRITORY CHART

D36	Territory	Income	Notes
11-15	Wastes	0	
16	Collapsed Dome	0	One model may try to scavenge in the area, and will earn 2D6 credits. On a roll of 2 the area collapses completely and must be crossed off the roster. In addition, make an Initiative test for the model working the area; if they fail the test they are killed.
21-25	Wastes	0	
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a randomly selected gang fighter dies from eating a poisonous piece of fungus.
31-36	Rad Zone	0/2D6	Valuable mineral resources can be found in a Rad Zone, it's just that it is highly dangerous to work them. If you wish you may have a ganger work a Rad Zone, in which case it will generate 2D6 income. However, if you roll a double, the ganger working the area is hideously scarred from radiation poisoning and causes *fear* from now on, no income is collected.
41-46	Sludge Sea	0	If you wish you may send a gang fighter diving in the sludge sea to see if he can drag up any valuable artefacts that have sunk to the bottom. Roll a D6. 1 The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge. 2-4 The model finds nothing of value, but survives. 5 The model discovers something worth 10 credits. 6 The model discovers something worth D6x10 credits.
51-55	Sump Spillage	5	Makes the ground fertile enough to farm (just!) earning the gang 5 credits' worth of edible food.
56	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 it provides 5 credits' worth of energy. On a roll of 6 it provides D6x5 credits' worth of energy.
61-63	Ruins	10	
64-65	Clean Water Hole	10	
66	Slag Heap	15	

GAINING ADDITIONAL TERRITORY

An Outlaw gang cannot hold more than one piece of territory at a time because in the badzones a gang can't risk splitting up to protect more than one piece of territory. This means an Outlaw gang that gains additional territory has two choices:

OCCUPY. The gang takes the new territory and abandons their old hideout (delete it from the gang roster).

Or

LOOT. The gang loots the new territory of anything valuable, destroying it in the process.

If you loot a territory you gain double the basic income value of the territory. In the case of a territory with a variable income its value is always the double the maximum for that kind. For example, looting a holestead or drinking hole would give you 120 credits. This income is not halved as it is for working territory out in the badzones.

BOUNTY

Outlaws are generally worth a bounty, dead or alive – that's why there are Bounty Hunters, after all. Any gang which captures or kills Outlaws can collect a reward on them from the Watchmen. The standard going rate for a bounty is equal to the captured or deceased Outlaw's total cost. For example, Mad Dog of the Dog Soldiers is a ganger who has a respirator and is armed with a sword and an autopistol, hence his bounty is (50+10+10+15=85) 85 credits.

Naturally Outlaws can't collect bounty on other Outlaws, more because they would be shot for trying than for ethical reasons.

CAPTURED OUTLAWS

If an Outlaw is captured the gang can ransom or exchange him as normal (something which happens more often than you would think). Alternatively, they can sell the prisoner to the Guilder courts and claim the bounty on him plus a bonus D6x5 credits for handing him over to the courts alive. In either case the gang can't claim the Outlaw's weapons or equipment (they're material evidence after all).

GANGERS CAPTURED BY OUTLAWS

Outlaws have the normal options with gangers that they capture – exchange or ransom them back to their gang or sell them into slavery on the night trains while keeping their weapons and equipment.

GUILD PRICE

A gang that has been outlawed may be able to buy off its Outlaw status by paying a guild price for hivers they have killed and property they have destroyed. The guild price levied against an Outlaw gang to buy back their freedom to enter the settlements is a tenth (10%) of their gang rating, rounding up to the nearest 10 credits.

For example, the outlawed Dog Soldiers gang have a rating of 2,788, so the guild price to lose their Outlaw status is (2,788/10=278.8). This rounds up to 280 credits.

It is important to note that a gang's guild price is set when they become Outlaws and uses their gang rating at that time. Make a note of the gang's guild price when they are outlawed to avoid any confusion later. Once a gang has gathered enough credits to buy their way out of being Outlaws they can become clean, upstanding citizens simply by scrubbing the appropriate amount of cash off their stash in the presence of another player.

REGAINING TERRITORY

When an Outlaw gang pays off its guild price it is free to move back into the settlements and re-establish its old contacts, muscle in on some business and get back to normal again. To represent the gang re-establishing itself generate five new pieces of territory for the gang using the Territory Table in Campaigns. The gang's old hideout may be discarded and removed from the roster or kept as one of the five pieces of territory at the discretion of the gang's leader.

PERSISTENT OFFENDERS

Unfortunately the guild price for Outlaw gangs is increased every time they commit another crime – in other words every time they play another game unless it's against another Outlaw gang. Each game adds another D6x10 credits onto the Outlaws' guild price. Note down the increase in price after each game and keep a running total.

If an Outlaw gang ever attacks or harms a Guilder in any way it loses its chance to pay off its guild price forever. The Guild will do its best to ensure the perpetrators of such a crime are hounded to the darkest depths of the badzones.

Incidentally, real hardened outlaws don't give a damn about paying their guild price anyway, and should complain loudly that it's too low and that it should be five or ten times as much.

THE OUTLAW TRADING POST

Outlaw trading posts are scattered unevenly throughout the badzones. The most famous is Heretics Hole, which is so well established that the Guilders turn a blind eye to its activities and even use it for occasional illicit dealings of their own. Other infamous Outlaw trading posts include Blood Spill, Hellhole, Sump Town, Black Crack and Widow's Pipe, many of which are actually settlements ruled by Outlaw bosses. Small, heavily armed caravans of illegal traders ply the desolate areas between the Outlaw posts to supply booze and guns to Scavvies and Ratskins.

Helmawr and the Imperial authorities have a less sanguine view of the Outlaw posts than the Guild. Spies lurk everywhere and sporadic expeditions are undertaken to eradicate Outlaw holes situated too close to bona-fide settlements. The inhabitants are normally long gone by the time the authorities arrive, but surprise attacks have resulted in some bloody conflicts. Heretics Hole has been destroyed (and rebuilt) many times over and the Blood Spill massacre is still remembered as a day of infamy.

SPENDING CASH WHEN YOU'RE AN OUTLAW

After every game an Outlaw gang can collect income from its one piece of territory and by foraging, as described earlier. Cash can be spent on recruiting new fighters and on new equipment for the gang. Spending cash must be done at the Outlaw trading post – the legal trading post is off limits to Outlaws.

NEW RECRUITS

The Outlaw trading posts are full of young punks and old soaks so new fighters are recruited in the same way as the original gang. Refer to the *Gang Recruitment* section of Campaigns. New recruits may be armed with any of the weapons described in the Gang Recruitment List, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies and so on.

RECRUITING HIRED GUNS

Players may hire mercenary fighters for the gang if they wish. Refer to the *Hired Guns* sections of Campaigns and Outlanders for details. Hired Guns in Outlaw gangs are criminals, outcasts and wanderers who are willing to sell their expert skills to anyone prepared to pay. Obviously, Bounty Hunters won't hire out to Outlaw gangs.

WEAPONS

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the weapons and equipment available at an Outlaw trading post, though many items are not always available and vary in price.

TRADING

Common items can normally be found quite readily among the noisy stalls and bazaars of an Outlaw trading post. Players can usually purchase as many of these items as they want. The price for common items is fixed, so players always pay the same price for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way above their true value. Players must be prepared to snap up useful items as they are offered, especially the really hard-to-get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trading post and visits his contacts there.

Roll a D66 for each item and consult the Outlaw Trade Table to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading; even if they are both Outlaws the gangs don't necessarily hide out in the same place nor do they have the same contacts. One player cannot buy goods offered to another.

GANGERS AND TRADING

If a player wishes he can use extra gangers to search around the trading post and make enquiries about further rare items which might be for sale. A ganger who does this cannot collect income from the gang's territory that turn or forage, searching out rare items is an alternative to collecting income.

For each ganger employed in this fashion you may add a further +1 randomly generated rare item to the list of those offered for sale.

OUTLAW TRADE TABLE

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

D66 Roll	Item
11	Special: Gamble and Lose
12-13	Special: Robbed
14-15	Special: Cheated
16	Special: Gamble and Win
21	Power Weapon. Roll a D6: 1 – Power Axe 2-3 – Power Maul 4-6 – Power Sword
22	Gas Grenades. Roll a D6: 1-2 – Choke 3-4 – Scare 5-6 – Hallucinogen
23	Grenades. Roll a D6: 1 – Melta Bomb 2-3 – Photon Flash Flare 4 – Plasma Grenade 5-6 – Smoke Bomb
24	Gun Sight. Roll a D6: 1-2 – Red Dot Laser Sight 3 – Mono Sight 4 – Telescopic Sight 5-6 – Infra Red Sight
25	Armour. Roll a D6: 1-4 – Flak 5 – Carapace 6 – Mesh
26	Bionics. Choose one of: Bionic Arm, Bionic Eye, Bionic Leg.
31	Archeotech
32	Bio-Scanner
33	Blade Venom
34	Blindsnake Pouch
35	Bottle of Wild Snake
36	Infra-Goggles
41	Icrotic Slime
42	Kalma Fixer
43	Rad Counter
44	Ratskin Map
45	Screamers
46	Silencer
51	'Slaught Fixer
52	Spook
53	Spur Fixer
54	Stinger Mould Patch
55	Stummers
56	Weapon Reload
61-62	Special: Rumour
63-64	Special: Tip-off
65-66	Special: Inside Information

SPECIAL RESULTS

Special results represent chance encounters and events which take place during your time in the Outlaw hole. Each of these events is a one-off, so if you roll the same result twice in the same trading session re-roll the dice.

Gamble and Lose. You have to gamble at an Outlaw trading post, though it's not a law (because there aren't any). Most of the business is conducted around the gambling tables and it's considered a character flaw not to gamble – it implies you're not prepared to take risks, and that makes you an easy roll. You lose 2D6 credits and come away a little wiser.

Robbed. You reach for your creds and find them gone, some scrag has stolen them from right under your nose. You look around but there are dozens of likely candidates at hand. Roll a D6. On a 6 you spot the culprit flinch from your gaze and grab him before he legs it. You get your money back and give him a lesson in manners. On a 1-5 you draw a blank and have to count the cost of losing 3D6 credits (nobody's fool enough to keep all their creds in one place).

Cheated. You trade for a bargain piece that seems sound at first but is in fact flawed, damaged, badly-made or counterfeit and basically useless. Lose 3D6+10 credits and look a bit closer next time.

Gamble and Win. You gamble away a pile of credits but then luck smiles on you and you win it back with some interest. Gain an extra 2D6 credits.

Rumour. You hear a rumour about what's going on in the wastes, which gangs are going where and what they're looking for. You may modify your next dice roll on the Scenario Table by +1 or -1; the modifier is applied after the dice have been rolled.

Tip Off. An old contact gives you some good information which alerts you to an opportunity for making some creds. The next time you roll on the Scenario Table you may re-roll the dice if you wish.

Inside Information. An insider informant offers to sell you vital information for 10 credits. If you pay the man his credits the next time you play a game you may choose the scenario instead of rolling on the Scenario Table.

PRICE CHART

The chart below indicates the cost of items available for sale at the Outlaw trading post. The cost of rare items is included on this chart, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable, it includes a base cost plus a variable extra amount, for example 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.

HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, maul or bludgeon	10	Common
Chain or flail	10	Common
Knife (Nb 1 knife is free)	5	Common
Massive axe, sword or club	15	Common
Power axe	35+4D6	Rare
Power maul	35+4D6	Rare
Power sword	40+4D6	Rare

PISTOLS

Item	Cost	Availability
Autopistol	15	Common
Bolt pistol	20	Common
Hand flamer	20	Common
Laspistol	15	Common
Needle pistol	100+5D6	Rare
Plasma pistol	25	Common
Stub gun	10	Common
Web pistol	120+5D6	Rare

BASIC WEAPONS

Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun (solid shot + scatter shells)	20	Common

SPECIAL WEAPONS

Item	Cost	Availability
Flamer	40	Common
Grenade launcher (Grenades extra)	130	Common
Melta-gun	95	Common
Needle rifle	230+5D6	Rare
Plasma gun	70	Common

HEAVY WEAPONS

Item	Cost	Availability
Autocannon	300	Common
Heavy stubber	120	Common
Heavy bolter	180	Common
Heavy plasma gun	285	Common
Lascannon	400	Common
Missile launcher (Missiles extra)	185	Common

GRENADES

Item	Cost	Availability
Choke gas grenades	15+3D6	Rare
Frag grenades	30	Common
Hallucinogen gas grenades	40+5D6	Rare
Krak grenades	50	Common
Melta bomb	40+4D6	Rare
Photon Flash flare	20+3D6	Rare
Plasma grenade	30+4D6	Rare
Scare Gas grenades	20+3D6	Rare
Smoke bomb	10+4D6	Rare

MISSILES

Item	Cost	Availability
Frag missiles	35	Common
Krak missiles	115	Common

SPECIAL AMMO

Item	Cost	Availability
Man-Stopper shotgun shell	5	Common
Hot-Shot shotgun shell	5	Common
Bolt shotgun shell	15	Common
Dum-dum bullets for Stub gun	5	Common

GUNSIGHTS

Item	Cost	Availability
Red Dot laser sight	40+4D6	Rare
Mono sight	40+4D6	Rare
Telescopic sight	40+4D6	Rare
Infra Red sight	30+4D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+3D6	Rare
Carapace	70+4D6	Rare
Mesh	25+4D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+4D6	Rare
Eye	50+4D6	Rare
Hand	50+4D6	Rare
Leg	80+4D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Archeotech	D6x10	Rare
Bio-Scanner	50+3D6	Rare
Blade Venom (per dose)	10+1D6	Rare
Blindsnake Pouch	30+2D6	Rare
Bottle of Wild Snake	10+1D6	Rare
Clip Harness	10	Common
Filter Plugs	10	Common
Infra-Goggles	30+3D6	Rare
Icrotic Slime	50+3D6	Rare
Kalma (per dose)	5+1D6	Rare*
Photo-Contacts	15	Common
Photo-Visor	10	Common
Rad Counter	10+3D6	Rare
Ratskin Map	D3x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
'Slaught (per dose)	5+2D6	Rare*
Spook (per dose)	10+3D6	Rare
Spur (per dose)	5+3D6	Rare*
Stinger Mould patch (each)	15+2D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon Reload	Half Weapon Cost	Rare

* Becomes common once a fixer has been found.

OUTLAW SCENARIOS

OUTLAW SCENARIO TABLE

Outlaws (including Scavvies, Redemptionists and Ratskins) roll on the Outlaw Scenario Table rather than the standard one in Campaigns. Other gangs must use the standard table, this one's for Outlaws only. If a gang gets to choose a scenario it can either pick one of the standard scenarios given in Campaigns or one of the new Outlaw scenarios in Outlanders.

Normal Gangs Choosing to Play Outlaw Scenarios

Gangs which roll a "May Choose" result on the Scenario Table in Campaigns can choose to play an Outlaw scenario if they want. The catch is that there's a good chance of them being outlawed if their opponent decides to report them to the Watchmen.

OUTLAW SCENARIO TABLE

2D6	Result
2	The non-Outlaw (law abiding?) gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose. The battle is fought in a dangerously polluted area of the hive bottom: roll a D6 for each model that moves on the tabletop, as opposed to on gantries or buildings. On a 1 the model suffers an S3 hit from the deadly toxic waste. Even Ratskins are at risk from the poisonous waste.
3	The non-Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose.
4	Play the *Hit & Run* scenario. The Outlaw gang is the attacker. If both gangs are Outlaws the gang with the lower rating is the attacker. The attacker has been hired by a rival to make the *Hit & Run* so he will be paid D6x10 credits whether he wins or loses.
5	Play the *Scavengers* scenario.
6	Play the *Hunters* scenario.
7-11	The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose.
12	The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose. In addition, this is a real grudge match so both gangs earn double Experience points.

OUTLAW SCENARIO 1: THE HIT

The rivalries of the Underhive frequently explode into violence and ambitious gang leaders are often the targets of assassination attempts. The crudest example of this is when one gang tries to maim or injure the leader of an opposing gang from ambush. In this scenario the attacking gang has trailed their target carefully and plans to blast him as he emerges from a local settlement, drinking hole or gambling den.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Before setting up, the defender splits his gang into one or more groups each comprising two or three models. The defending player takes the group that includes his leader and places it in the open anywhere on the table.

The attacker then sets up 2D6 of his models, choosing which of his fighters he wishes to make the hit. All the attacking fighters must be set up behind cover and hiding more than 16" away from the opposing leader; D3 of the attackers may start the game in overwatch.

Once the attackers are set up roll a D6 for each of the defending groups on the table below.

D6	Result
6	The group must be set up within 6" of the gang leader.
4-5	The group must be set up more than 12" away from either the attackers or the gang leader.
1-3	The group is not set up at the start of the game. Roll a D6 for the group at the start of each defender's turn: on a 6 they may enter play on a random table edge (determined in the same way as in the *Hit & Run* scenario).

STARTING THE GAME

Roll a D6: on a 1-3 the attacker starts the game with the first turn, usually with a poignant quotation like "Varsqua, you scumbag! Ya goin' down!" On a 4-6 the defending leader senses something's wrong and comes out blasting so the defender gets the first turn instead.

ENDING THE GAME

If the defending gang leader goes out of action or the attacking player bottles out, the game ends immediately. The attacking player can also end the game by moving all of his models which are not down or out of action off any table edge.

The defending player is very much fighting for his life so he will not bottle out voluntarily or otherwise. The attacking player is determined and out for blood so he does not have to start making Bottle rolls until he's suffered 50% casualties.

EXPERIENCE

+D6	**Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
+5	**Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.
+10	**Defending Leader.** If the defender's leader doesn't go down or out of action he earns an extra 10 Experience points and a considerable bolstering of his reputation.

SPECIAL

If the attacking gang manage to take out the opposing leader (ie, make him roll on the Serious Injury Table rather than take him to the cinema or out for a meal) roll a D6.

D6	Result
6	The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.
1-5	The attackers extort money out of the defending gang's territory while their leader is out of the picture. The defending gang loses half (50%) of their income and it goes to the attackers instead.

Note that this scenario doesn't yield much cash if the defending gang are Outlaws, unless the attackers manage to net some bounty of course…

OUTLAW SCENARIO 2: LOOT & PILLAGE

Outlaws will often attack a piece of lightly guarded territory in the hopes of driving off the guards and ransacking it before reinforcements arrive. An attack like this can virtually destroy a holestead or a small settlement as the thieves descend on it and loot anything of value, and it's one of the reasons hivers seek protection from local gangs. Of course local gangs sometimes do exactly the same thing and blame it on the Outlaws...

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed the defender may place up to five barricades and the watch-tower.

Once you have placed the terrain the defender places all six Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one. These Loot counters represent the valuable pieces of equipment and stores of food, ammunition or raw materials which the attackers are trying to rip off.

GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge.

STARTING THE GAME

It is assumed that the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion both sides roll a D6 and the one that rolls highest goes first.

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

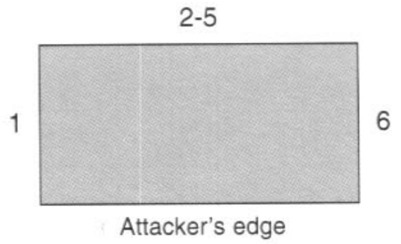
Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as guards into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter as reinforcements.

The defender may attempt to bring on one group of reinforcements per turn, including his first. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.



Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter from as shown on the diagram above. Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

ENDING THE GAME

If the attacker bottles out the game ends immediately. If the attacker gets all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of his turn then the game ends and the attacker has won.

The defending player is fighting to defend his friends and home territory so he doesn't have to make Bottle tests and can't bottle out voluntarily. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than the normal 25% casualties.

EXPERIENCE

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+10 Defending Leader. If the attackers don't get away with any loot the defending leader earns an extra 10 Experience points.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income at the end of the game. If the defender doesn't generate sufficient income to pay for the loot the extra must be paid out of the gang's stash. If there isn't even enough money in the gang's stash then one piece of their territory has to be looted and destroyed, as detailed in the Outlaw rules.

OUTLAW SCENARIO 3: THE HUNTERS

When an Outlaw gang enjoys some successes they can expect to be hunted down by Watchmen or old enemies. The hunters know they can find news of the Outlaws at one illegal trading post or another. In this scenario they have got more than they bargained for and actually run into the men they're hunting outside a trading post. As they catch sight of each other both sides stand their ground, hands hovering over gun butts and eyes narrowed menacingly. The hunters savour their moment of victory, but the Outlaws know their comrades are sneaking around behind their opponents and should be in position to open up on them... any... second... now!

TERRAIN

The terrain represents a small wastezone settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. These fighters are randomly selected from the gang, they are not chosen by the defending player. The hunting player uses his entire gang.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first. Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 16" of the hunters. They must start the game hidden.

All the fighters facing off are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special build-up and fast draw sequence of play is used.

THE BUILD UP

Each turn of build-up has its own sequence of play. First the hunters move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

During the build-up the hunters walk slowly towards the defenders until somebody's nerve fails and guns are drawn. To represent this, the hunters may move up to 2" per turn. They must move towards the enemy and may not move into cover. The defenders must stay where they are and sweat it out as their attackers approach. Once the hunters are within 4" of the defenders they stop.

The defenders in cover can move at their normal rate but must remain in cover and end each turn hidden. If any of the hidden gang fighters are spotted by the hunters they will realise they are being trapped and draw immediately.

After the hunters have moved each player must make a Nerve roll. The attackers roll a D6, but the defenders are so nervous they must roll 2D6. Each player writes down their score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling dice at the end of each move and adding it to their score until one player's total score goes over 15.

IMPORTANT: A roll of '6' counts as '0' when making a Nerve roll, so if you roll a 6 don't add it to your score.

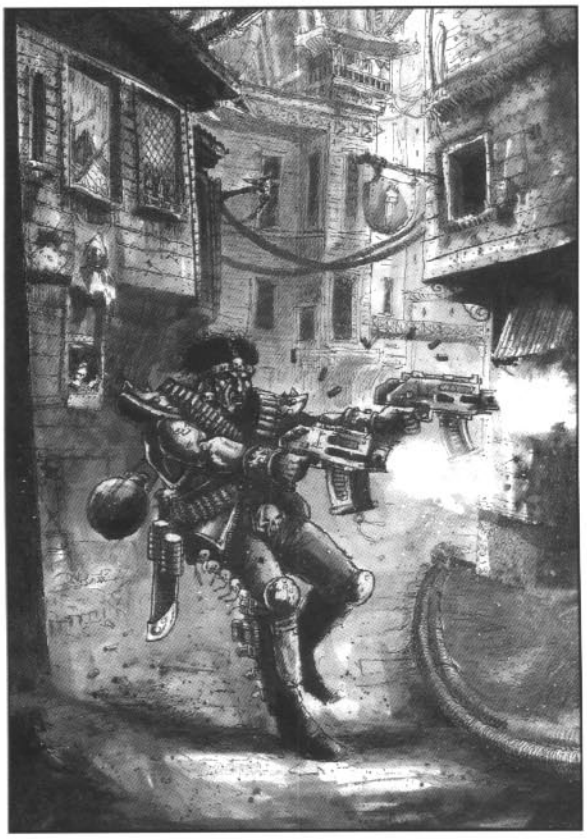
Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see *The Fast Draw* below).

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots are fired. This is called the **fast draw**. During the fast draw neither side is allowed to move but the fighters facing off from both sides are allowed to shoot. The defenders in cover may not fire during the fast draw, joining in a second or two later instead.

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot the next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.



Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the game and the side which bottled out loses.

Don't forget the hunters get the bounty for any Outlaw models killed or captured as long as they aren't Outlaws themselves.

EXPERIENCE

+D6	**Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
+5	**Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.
+10	**Winning Leader.** The leader of the winning gang earns an extra 10 Experience points.

OUTLAW SCENARIO 4: CARAVAN

Guilder caravans make tempting targets for Outlaws. The penalties for attacking Guilders are draconian, but Outlaws are desperate, hunted men and the Guilder caravans carry a small fortune in credits alone. Guilders hire local gangs to protect their caravans as they pass through their territory, but bitter experience has taught the Guilders not to let the guards come near the caravan itself in case the temptation proves too much. Hence the gangs act as vanguards and flankers, fighting off mutants and Outlaws that come anywhere near the caravan. For their part the Outlaws just want to get past the guards and grab the booty.

TERRAIN

The terrain represents an area of ruins in the badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

NOTE: In this scenario the defenders cannot be an Outlaw gang.

Both sides roll a D6, the highest roller can pick which table edge to deploy on. The lowest roller deploys on the opposite table edge. The defending player sets up first, deploying his entire gang within 12" of his table edge. The attacking player then sets up his gang within 24" of his table edge, though none of his models may be deployed within 16" of the defenders.

STARTING THE GAME

Both sides roll a D6. The player with the highest score takes the first turn.

GETTING TO THE CARAVAN

The caravan is only a few hundred metres beyond the defending gang's table edge so the attacker only needs to get some of his fighters past the guards. Once the attackers get through they can pick off a few pack slaves and loot the caravan at their leisure.

Whenever the attacker manages to move any of his models off the defender's table edge place the models to one side until the end of the game. Whatever happens none of the models that break through to the caravan will return in time to affect the fight with the guards.

ENDING THE GAME

The game ends if all the attackers are either down, out of action or have left the table. It also ends if the attackers fail a Bottle roll, or volunteer to bottle out. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than 25% as normal. Note that models which have left the table do not count as casualties for the purposes of the Bottle roll.

The defenders are protecting the caravan as it passes through their home ground and they will suffer a major loss of face if the Guilders are attacked. This means they do not have to make Bottle rolls. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

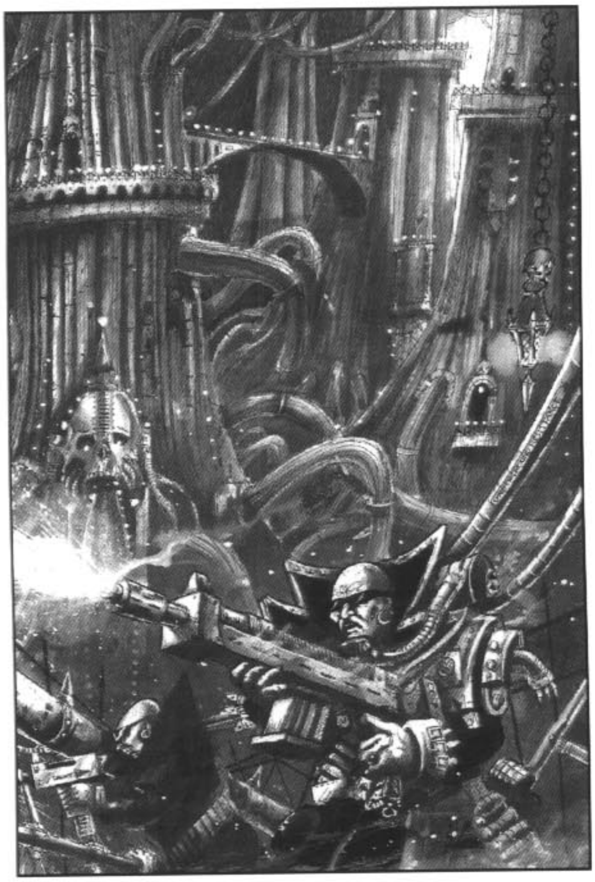
LOOTING THE CARAVAN

Once the game is over, total up the number of attacking models that broke through to the caravan. Roll a D6 and add the number of models to the dice roll to find out what they managed to rip off from the Guilders.

D6	Result
1-3	The attackers are miserably unsuccessful. Each model picks up D6 credits' worth of stuff, but on a roll of 1 they get shot and suffer a serious injury.
4-5	The attackers manage to scavenge a few bundles dropped by the Guilders as they flee. Each model picks up 3D6 credits' worth of stuff.
6-7	The attackers bring down several pack slaves and escape with D6x5 credits for each model.
8-10	The attackers nail a Guilder and strip his corpse, gaining D3x10 credits each.
11+	The attackers gun down several pack slaves and a Guilder, hauling in 2D6x5 credits for each model.

WRATH OF THE GUILDERS

The Guilders really don't appreciate people attacking their caravans, even less so if Guilders get killed in the process. Being the attackers in this scenario means being automatically outlawed and the guild price on the Outlaw gang is doubled. If any Guilders were killed (result 8+ above) the gang is permanently outlawed, so it may no longer pay its guild price to lose its Outlaw status.



GUARD PAYMENT

The gang guarding the caravan may collect income as usual and is also paid 10 credits per fighter by the Guilders. However, the Guilders will deduct 20 credits from the payment for each attacker that gets through to the caravan and they won't pay anything if a Guilder is killed. No matter what happens, though, the gang doesn't have to pay the Guilders anything (no leader is that stupid).

EXPERIENCE

+D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+5 **Attacked Caravan.** Each model which moves off the defender's table edge gains 5 points.

+10 **Defending Leader.** If the attackers don't get any men through to attack the caravan the defending leader earns an extra 10 Experience points.

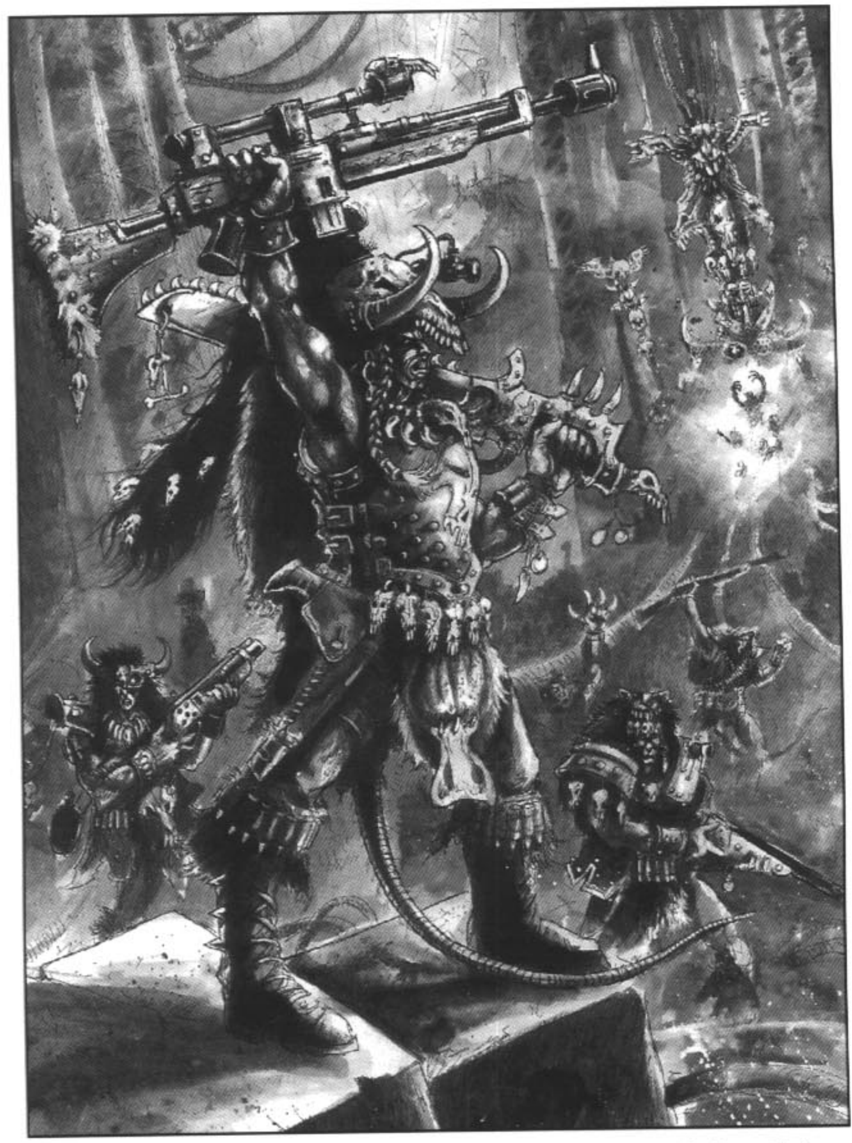
OUTLANDERS

In the howling anarchy between settlements in the Underhive there lurk the very worst of Necromunda's outlaws, the Outlanders. While hivers are driven away from the settlements for transgressions against the Downhive code and become outlaws, Outlanders are barred from entry to the settlements for belonging to groups which simply do not accept the Downhive codes because of their creed or their birthright.

Four groups of Outlanders predominate in the Underhive of Hive Primus, though in other hives their influence is less overwhelming. These groups are feared and hated by the hard-working settlers struggling to eke a living in the wastes.

There are the dispossessed Ratskin warriors who form bands of **Ratskin Renegades** eager to bring suffering upon the hivers who have invaded their homes and defiled their sacred places. The fanatical followers of the cult of Redemption come downside to pursue their insane **Redemptionist Crusades**, hunting mutants and deviants with manic zeal. Scrofulous bands of degenerate and mutated **Scavvies** lurk at the edges of civilisation waiting their chance to loot and pillage. Worst of all there are the machine-beasts, the **Spyrers**, nobles from the Spire who venture into the Underhive to undergo their rites of passage before they ascend to their place in the aristocracy.

Outlanders cannot build the intricate web of contacts and allies that other gangs rely on to make a living in the Underhive; they stand or fall alone. To survive and prosper Outlanders must fight dangerous, desperate battles to seize weapons, equipment and food from gangs and settlers. Every defeat brings them a little closer to starvation and death. The weak and the badly led will never succeed. The Underhive will swallow them up, and their bones will mix with those of thousands of others who came below seeking a new beginning, but found only death.



Renegade Ratskin Chief, Marus Gird, pictured with his gang, the Shadow Avengers. Seeking retribution for the slaughter of their families by a Spyrer gang, Gird and his followers declared 'shadow war' on all Uphivers. The Shadow Avengers started their campaign with a few easy kills – massacring several unprotected green hiver settlements – before moving on to more ambitious targets. In a campaign of terror that lasted fully six months, the gang rampaged through the Underhive, killing downhivers and uphivers alike, directed only by the mad visions of Gird. The hallmark mutilation of a Shadow Avengers' kill was the cutting off of their victims' left hand. According to some Ratskin beliefs, the soul of a dying man runs down his left arm and escapes through his fingers. Severing the left hand at the wrist prevents the soul's escape to paradise, and condemns it to eternal sorrow chained to the cold land of the living. Other Outlander gangs soon took to copying this practice, spreading the Shadow Avengers' reputation even further afield, and the gang quickly acquired an almost legendary status.

SCAVVIES

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness. Their skin is a yellow and disgusting mass of sores, warts, blisters and cracks. Their limbs are often so withered or shrivelled that crude hooks and peg legs are a common sight, though any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical band will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual Scavvies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

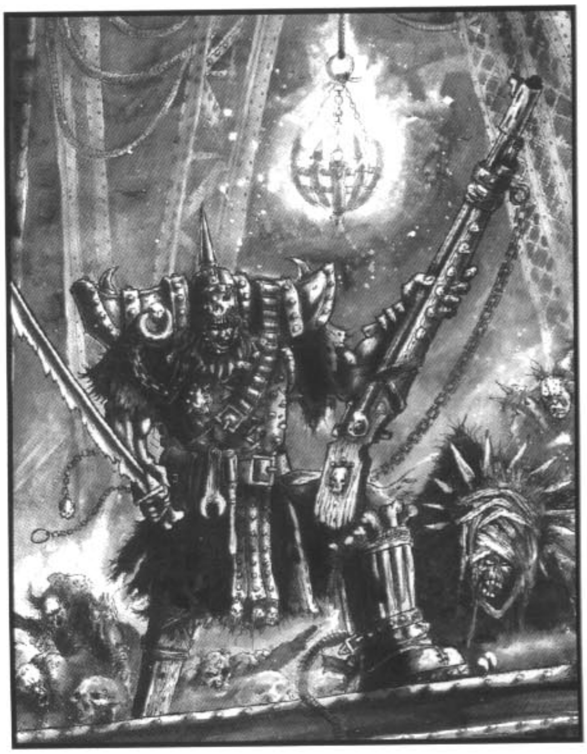
Occasionally a Scavvy king will arise and unite several Scavvy bands into a ramshackle tribe. Such coalitions can create a ragged horde of Scavvies big enough to overrun settlements and trading holes. The excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive, and the settlement of Downtown has yet to recover from its period of rulership by the so-called Beggar King.

Fortunately Scavvy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers "tolls" and "taxes" whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and Bounty Hunters to run the Scavvies off until life gets back to normal again.

SPECIAL RULES

OUTLANDERS. Scavvies are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Scavvies do not have a guild price and may never pay off their outlaw status.

STARTING TERRITORY. Scavvies start with one piece of territory generated on the Outlaw Territory Table. This forms their scrofulous camp. Scavvies may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at a time. If the Scavvies lose their current base camp generate another on the Outlaw Territory Table.



INCOME. Scavvies collect income from their one piece of territory and from foraging like any other Outlaw gang. They can trade using the Outlaw Trade Table and recruit extra gang members from the Scavvy list after each game. Scavvies may use Hired Guns but will struggle to pay them!

CANNIBALS. Scavvies are not above a spot of cannibalism when starvation looms. If a Scavvy gang can't or won't pay out 3 credits per gang member to avoid suffering the effects of starvation, the Scavvy player can decide to put either a member of the gang or a prisoner in the pot instead. If this foul and degenerate practice is observed the gang is immune to the effects of starvation until after the next game.

BOUNTY. A bounty is paid on all Scavvies by the Guilders, just to keep their numbers in check.

SCAVVY WEAPONS. Scavvy weapons are unreliable, rusty and generally badly treated, added to which they are usually short of ammunition. To represent this, any Scavvies must make an Ammo roll if they get a natural 1 *or* 6 on their to hit roll. This does not apply to Scaly weapons.

SCAVVY BOSS

Cost to recruit: 100 credits

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	4	1	7

Weapons. The Scavvy Boss may be given equipment chosen from the Ranged Weapons, Close Combat Weapons, plus the Grenades and Shotgun Shells sections of the special Scavvy list.

Special Rules

Leadership. A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. This means that any Scavvies within 6" of the Boss may use his Leadership value when they take Leadership tests. A Scavvy Boss can always attempt to recover from being pinned even if he has no gang members within 2" of him.

SCAVVIES

Cost to recruit: 25 credits

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

Weapons. Scavvies may be given equipment chosen from the Ranged Weapons and Close Combat Weapons sections of the list.

Special Rules

Mutants. Scavvies are often mutated by their dreadful living conditions. Most of these mutations are simply horrible and inconvenient: webbed fingers, extra toes, tentacles for noses, skin colours ranging from bright orange to sickly green and so forth. However, some Scavvies are born with useful mutations and other mutants hide out amongst the Scavvies for fear of the Redemption and Imperial authorities. These creatures may have lashing tentacles, bony spikes, crab-like claws and other natural weaponry. Scavvy Bosses ruthlessly exploit these mutants as enforcers and gangers, though the mutants also enjoy a chance to make the normals pay for their repression.

Any Scavvy may be purchased as a mutant when he is recruited, by choosing a mutation from the list below. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang. To represent this the first mutant to take a mutation pays the cost shown for it. The second mutant to take the same mutation must pay double the cost shown, the third one to take the same mutation pays triple the cost and so on.

For example: A Scavvy gang has already got one tentacled mutant and recruits a second: this mutant costs 25 credits for the Scavvy plus 20 credits for the tentacle (double normal cost) for a total of 45 credits. If the same gang subsequently recruited a third tentacled mutant (don't ask me why) he would cost 55 credits.

Recruitment. Unsurprisingly enough, Scavvies always make up the bulk of a Scavvy gang. To represent this, at least half of the models in the gang must be Scavvies (not mutants). If the number of Scavvies falls below half the strength of the gang only Scavvies can be recruited until at least half the gang is made up of Scavvies again.

MUTATIONS

Eyestalks	(10 credits)	The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.
Claw	(5 credits)	The mutant gains +1 Strength in hand-to-hand combat.
Tentacle	(10 credits)	The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attacks by 1, to a minimum of 1.
Two Heads	(25 credits)	Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same shooting phase.
Spikes	(30 credits)	A mutant with spikes gains an armour save of 5+, but may not wear any other form of armour.
Extra Arm	(10 credits)	The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).
Wings	(30 credits)	The mutant can fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only costs 1/2" per 1" down.

0-2 SCALIES

Cost to recruit: 120 credits

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common Human sub-species in the Imperium are the abhuman races of Ogryns, Ratlings and Squats. The Scalies are another such sub-species, though they are still a highly unstable strain compared to normal abhumans. Scalies are massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary among Underhive scum and they have a fearsome reputation to match.

Scalies are rarely seen creatures, but they are at their most numerous in the Underhives of Necromunda. They are undoubtedly intelligent but they seldom speak, their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of Scalies exist in the most severely polluted badzones of the Underhive. Why individual Scalies choose to ally themselves with Scavvies is unknown, but any Scavvy Boss worth his salt will do everything in his power to recruit and hang on to as many Scalies as he can find.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	5	4	2	2	2	9

Weapons. A Scaly may be given equipment chosen from the Scavvy Close Combat Weapons, Ranged Weapons and Scaly Weapons lists.

Special Rules

Scaly Skin. A Scaly's tough skin confers a 5+ armour saving throw.

Killer Rep'. Scalies cause *fear.*

Regenerate. Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each serious injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has on his statistics from the gang roster. Note that this applies to all injuries, regardless of whether they are beneficial (eg, 'Impressive Scars') or not.

PLAGUE ZOMBIES

Cost to recruit: 10 credits for D6 Plague Zombies

Long ago Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately beasts still need to eat and soon thousands of brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another Plague Zombie was added to their ranks. Anarchy and chaos swept through the hives as Necromundans struggled to fight off the hordes of Plague Zombies and drive the surviving ones down into the Underhive.

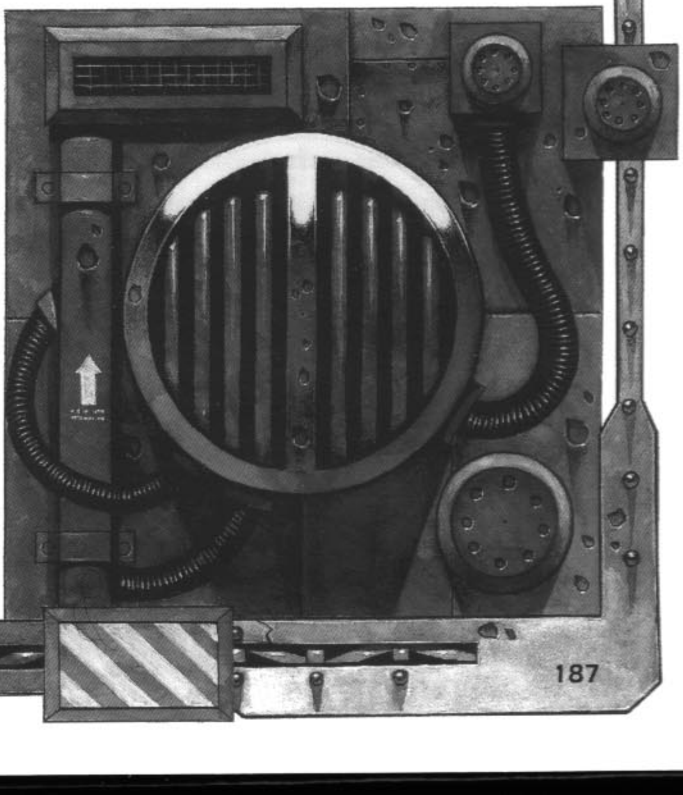
Zombie plague still breaks out from time to time in the Underhive and packs of Plague Zombies are yet another of the many dangers in the dark underbelly of the hive. The Zombies live in wild packs like dogs, fighting each other and living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of Zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficiently large numbers these creatures can be fearsome opponents.

Plague Zombies have forgotten the meaning of fear and do not experience pain so they are hard to stop. Also, any wound inflicted by a Plague Zombie carries the dreaded plague and may turn its victim into another Plague Zombie.

A Scavvy gang can 'buy' Plague Zombies for a game, the cost representing bits of food which are used to lure the Zombies to the right place. Every 10 credits' worth of food will bring D6 Plague Zombies along to fight. The Plague Zombies are under the control of the Scavvy player for the duration of the game but they do not join the gang and will go back to their wandering existence when the game is over.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	1	1	5

Weapons. Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.



Special Rules

Zombie Shuffle. Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they will break into a loping, shambling run. To represent their unpredictable gait Plague Zombies move 2D6" in the movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

No Pain. Plague Zombies feel no pain whatsoever: you can burn them, shoot them or cut them and they'll just keep trying to bite you until you manage to inflict crippling damage on them. Because of this Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear. As the reasoning parts of their brains are long gone Plague Zombies lack the intellect to be afraid of anything. This means that Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve. If the gang controlling the Plague Zombies bottles out the Zombie pack loses its motivation and scatters as well.

Plague! Naturally, Plague Zombies carry the zombie plague, if you see what I mean. If another model is wounded by a Plague Zombie in hand-to-hand combat he may contract the disease and (ulp) turn into a Plague Zombie. Note which gang members are wounded by Zombies on the gang roster and at the end of the game roll a D6 on the table below to see whether they are infected. Note that this is in addition to the Serious Injury roll if the fighter goes out of action.

D6 roll	*Result*
4-6	**Zombie Time!** The gang member is infected and suffers brain death within hours. Roll a D6: on a roll of 4-6 the new Zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the Zombie attacks a randomly determined gang member, fight out the close combat immediately. In either event all of the model's equipment is infected and counts as destroyed.
2-3	**Sickness.** The victim feels weak and ill for days and must miss the gang's next fight while he recovers.
1	**Clear.** After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.

D6 Modifiers	
Only suffered flesh wound	-2
Not reduced to 0 wounds	-2
Friendly Doc is part of gang's territory	-2
Member of gang has *Medic* skill	-1
Gang owns a medi-pack	-1

SCAVVY WEAPONS LIST

RANGED WEAPONS

***Note:** Scavvy weapons must make an Ammo roll if they roll a to hit score of 1 or 6.*

Weapon	Cost in Credits
Autogun	16
Autopistol	12
Blunderbuss/Scatter Gun	7
Hand Bow	4
Musket	5
Shotgun (with solid shot and scatter shells)	16
Stub Gun	8

SCALY WEAPONS

Weapon	Cost in Credits
Spear gun	55
Scatter cannon	80
Discus/Throwing axe	6

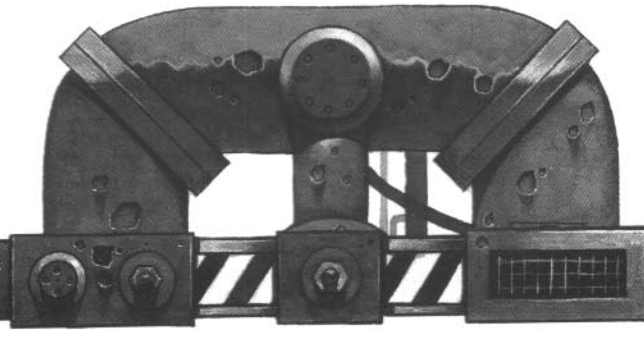
CLOSE COMBAT WEAPONS

Weapon	Cost in Credits
Clubs, Mauls and Bludgeons	free/10*
Chains and Flails	5
Massive Axe, Sword or Club	10
Knife	free
Sword	15

* The first club/maul etc a Scavvy has is free. If the Scavvy is equipped with an extra club it will cost 10 credits.

GRENADES & SHOTGUN SHELLS

Weapon	Cost in Credits
Frag Grenades	30
Tox Bombs	20
Man-Stopper Shell	5
Hot Shot Shell	5
Bolt Shell	15
Dum-dum bullets for Stub gun	5



SCAVVY EXPERIENCE SYSTEM

STARTING EXPERIENCE

Type	Starting Experience Points
Scavvy	*0*
Scaly	*60+1D6*
Boss	60+1D6

GAINING EXPERIENCE

Experience Points	Title	Notes
0-5	Scavvy	Starting level for Scavvies.
6-10	Scavvy	
11-20	Scavvy	
21-30	Scavvy	
31-40	Scavvy	
41-50	Scavvy	
51-60	Scavvy	
61-80	Boss	Starting level for Bosses and Scalies.
81-100	Boss	
101-120	Boss	
121-140	Boss	
141-160	Boss	
161-180	Boss	
181-200	Boss	
201-240	King	
241-280	King	
281-320	King	
320-360	King	
361-400	King	
401+	Great King	*Anyone who reaches this level may not improve any further.*

ADVANCE ROLL TABLE

2D6	Result
2	**New Skill** (any table).
3	**New Skill.**
4	**New Skill.**
5	**Characteristic Increase.** Roll again: 1-3 = +1 Strength 4-6 = +1 Attacks
6	**Characteristic Increase.** Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
7	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative 4-6 = +1 Leadership
8	**Characteristic Increase.** Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds 4-6 = +1 Toughness
10	**New Skill.**
11	**New Skill.**
12	**New Skill** (any table).

SCAVVY SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Scavvies	✓	–	✓	–	–	✓	–
Scalies	–	–	✓	✓	–	✓	–
Boss	✓	✓	✓	✓	✓	✓	–

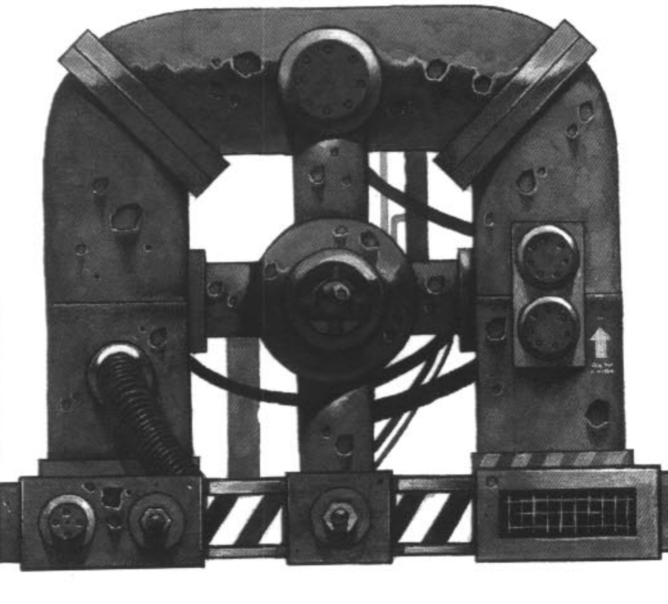
MAXIMUM VALUE TABLE

Boss or Scavvy

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	6	3	8

Scaly

M	WS	BS	S	T	W	I	A	Ld
4	7	6	6	5	4	5	4	10



THE REDEMPTION

Redemption! Redemption! Through fire and through blood! The cries of the fiery priesthood of the Redemptionist movement resound through the hive in a hot pulse of anger. On street corners and boulevards Redemptionist preachers rally the masses with their clarion call of intolerance and hatred. In packed meeting halls and temples Redemptionist priests lead the populace in prayers of hatred and xenophobia, calling for the Emperor's divine wrath to descend upon the galaxy. For the Redemptionists the whole of creation is riven with vile corruption that can only be cleansed through fire, blood and faith.

REDEMPTIONIST CRUSADE

The creed of the Redemption derives from the mainstream Imperial cult of the Ecclesiarchy. They worship the Emperor as a divine being, the supreme Man whose very existence proves the manifest destiny of mankind to rule the galaxy. The Redemptionists believe that mankind has fallen from the path of righteousness decreed by the Emperor and that the sins of mankind will drown the human race in filth and depravity. As long as mankind is unable to control its sinful nature it will not be able to unite and conquer the stars as the Emperor truly wishes them to. Sin must be purged from the race by fire, blood and faith.

Sin comes in many forms: drinking, gambling, lying, cheating, profanity, lechery, fornication (even thinking about fornication is sinful) and shooting innocent, hard-working folk like Redemptionists. The worst sinners of all are mutants and witches, the spawn of evil, and the second worst are the heretics who tolerate sin and refuse to heed the word of redemption. The Redemption secretly believes that the Noble Houses and the Guild are riddled with sinners too, as they find little support in the Spire; the majority of their following coming from the working masses of Hive City.

The Redemption is a powerful force amongst the Houses that control Hive City, with active or covert followers in all of them. House Cawdor has dedicated itself to the Redemptionist cause entirely and is effectively controlled by the Redemption. There the path of righteousness is at its purest with regular public witch hunts and mass burnings of heretic and mutants. The brethren of Cawdor are so pure that they view even Redemptionists from other Houses as little better than sinners.

Unfortunately a great deal of sinning goes on in Necromunda, especially in the Underhive, and the Redemptionist councils wage a constant war to bring the word of righteousness to the benighted lower layers. Many devotees in Hive City go down into the Underhive to start a new life and set up separate settlements and holesteads far from the main settlements (which they see as being full of sin and damnation). These isolated communities have little to do with the outside world and only visit the trading stations occasionally to get supplies.

The Redemption also sends "Crusades" of their most dedicated and fanatical brethren into the Underhive to purge it of sin with the holy fires of battle. A Crusade is led by a redemptive priest who has the blessings of the council and is supplied with weapons and followers. A Crusade patrols the Underhive, destroying abominations and battling heretics as they find them.

Due to a number of bloody and well-publicised incidents the Guild has declared that brethren on such Crusades are Outlanders, much to the ire of the Redemption. If anything,

outlawing the Crusades has made them all the more savage as they now fight without any rules and, officially at least, beyond the remit of the Redemption itself. This has led to attacks on Guilder caravans, settlements and holesteads whose only crime has been to deal with the Guilders.

A Crusade moves constantly through the badzones, stopping off at Redemptionist settlements and holesteads from time to time in order to reprovision and rearm. The priest will preach to the settlers and reaffirm their faith while the brethren take a tithe of their produce or make a collection. Then (and only then) will the Crusade move on to battle the forces of darkness, keeping the settlers safe from the mutant devils, witches and gangs of heretics wandering the wastes by shooting them on sight.

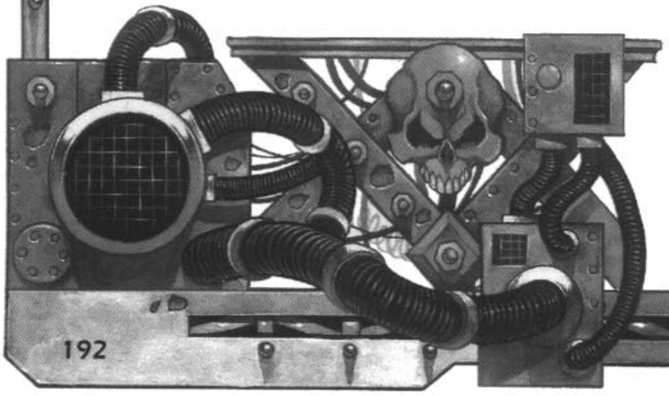
SPECIAL RULES

OUTLANDERS. Redemptionists are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Redemptionists do not have a guild price and may never pay off their outlaw status.

TERRITORY. Redemptionists start with one piece of territory generated on the Redemptionist Territory Table. This is their first base camp and they cannot hold more than a single piece of territory at a time. Any additional territory captured is looted and burned (see the Outlaw rules for details of looting) as a matter of course. The Redemptionists move on after each game, spreading the word of righteousness and making their pilgrimage to another location. After collecting any income from the territory it is leaving behind, the Crusade rolls on the Redemptionist Territory Table to see where its path takes it in the next game.

Captured Redemption Territory. The Crusade may be so heavily defeated that the piece of territory it was moving through is lost to another gang. If this occurs the opposing gang gains the territory as normal and may collect income from it just like any other piece of territory. Arms caches can be exploited in this way too – the opposing gang manages to drive off the Redemptionists before they unearth the big crate of guns. Just bear in mind that the arms cache is used up and should be crossed off the roster as soon as the income is collected from it.

In the case of holesteads, settlements, etc., the people will be sullen, impolite and do their best to make the gang feel unwelcome, but they won't cause any trouble. If a Crusade wins a piece of territory off a gang with any Redemptionist territory it will automatically take that territory back. Such saviours of the faith are due a reward so they can claim income from the recaptured territory and the one they were travelling to as well. Suffice to say they don't loot it.



INCOME. Redemptionists collect income from their one piece of territory and from foraging, like any other Outlaw gang. However, the income collected from territory by Redemptionists is not halved as it is for ordinary Outlaws; the partisan support of Redemptionist settlers means they can collect money far more easily than ordinary Outlaws.

TRADING. The weaponry and equipment of the Crusade is usually sought out by seemingly harmless Underhivers secretly supporting the Redemption. This means Redemptionists use the normal Trading Post Chart instead of the Outlaw Trading Post. The Crusade may recruit extra members after each game.

HIRED GUNS. Redemptionists would never pay sinners to do the work of salvation, hence they may not use Hired Guns of any kind. The only special character they can use is the Arch Zealot.

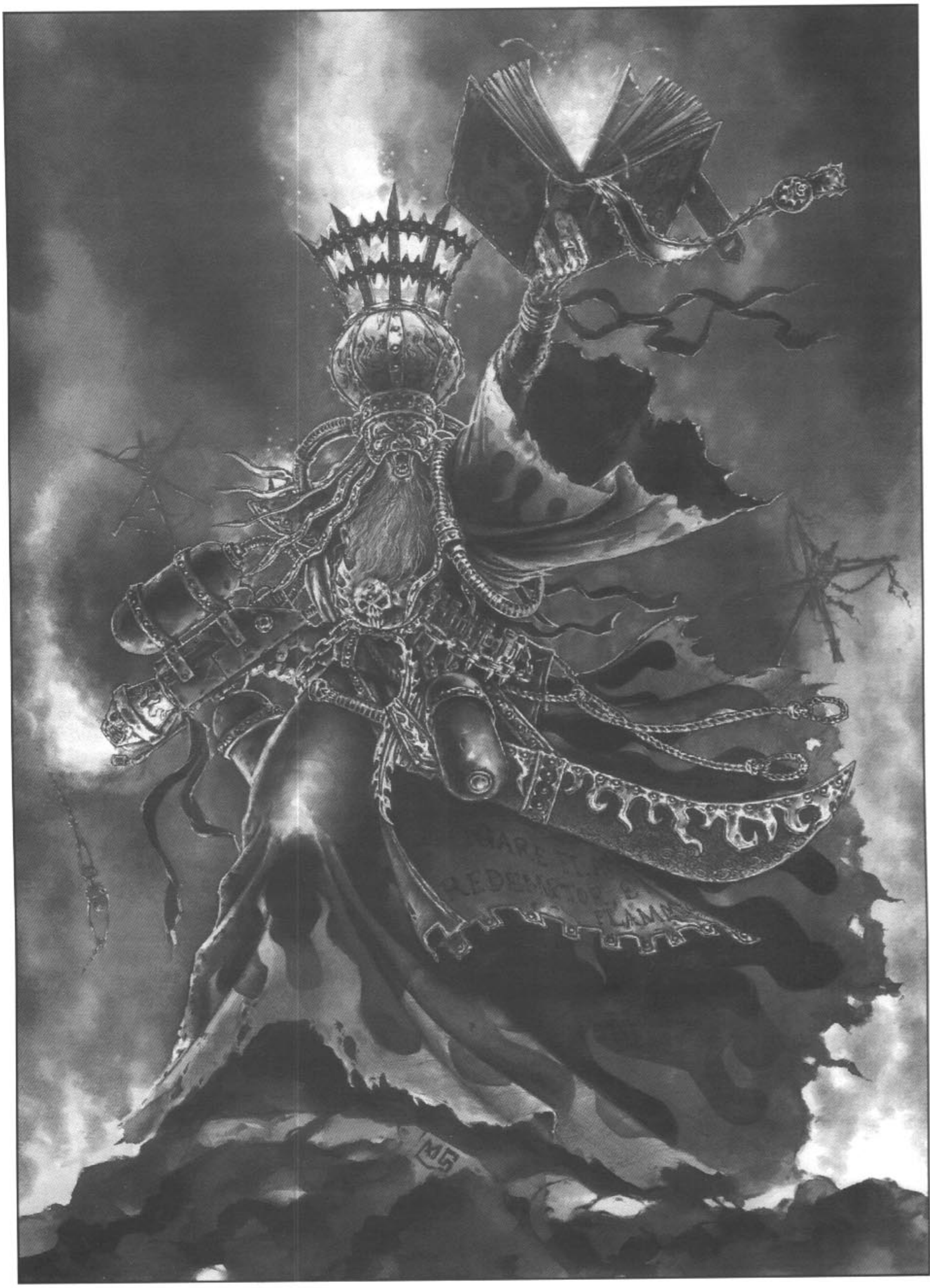
STARVATION. Redemptionists suffer the effects of starvation just like anybody else; in fact they rather like the feeling of self-denial (and the ecstatic visions such extreme privation can cause).

BOUNTY. Redemptionists are considered dangerous psychopaths by the Guilders so they are worth a bounty equal to their total cost, just like any other Outlaw.

CAPTURE. Gang fighters captured by the Redemptionists have two choices: repent or die. The only way a gang can get back captured members is by playing a *Rescue* scenario against the Redemptionists. If they fail or don't try the Redemptor Priest will try to convert the prisoner, assuming he is not a Scavvy, mutant, witch or other heretic (see below for details on conversion). If the prisoner will not repent and follow the path of Redemption (or is tainted beyond help) he or she will be burned, and his weapons and equipment will be taken by the Redemptionists.

If any Redemptionists are captured their brethren must attempt to rescue them, they will not pay a ransom or exchange prisoners for them. Should they fail there is a chance that any Redemptionist given to the Guilder courts or sold into slavery will escape with the help of sympathisers or his own fanatical fervour. Roll a D6 for each captured Redemptionist sold into slavery or given to the courts. On a roll of 6 they stage a heroic escape and return to the Redemptionists; a 1-5 means their fate is rather less glorious and probably very short.

SCENARIOS. Redemptionists roll on the Outlaw Scenario Table. If they can choose which scenario to play they can pick any of the ones from Campaigns or Outlanders. If you think some of the scenarios are slightly over the top for Redemptionists, don't forget they view just about everybody in the Underhive as corrupt, heretical, deviant scum. This means Redemptionists have no compunctions about using any tactics they can to a] Purge the unbelievers (ie, kill them) and b] Finance their holy Crusade.


MARE FLA
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The Arch Zealot of the Redemption

REDEMPTOR PRIEST

Cost to recruit: 140 credits

The Redemptor Priest is the lynchpin of any Crusade despatched into the Underhive. He is the inspirational figure the Brethren follow into the depths to test their faith. It is he who is greeted with rapture by the Redemptionist settlers and who commands their clandestine help. Only the words of a Redemptor can fire the fury in men's hearts or save unbelievers from their sinful existence.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons. A Redemptor Priest may be given equipment chosen from the Close Combat, Basic, Pistol, Special Weapons, plus the Grenades and Shotgun Shells sections of the special Redemptionist lists.

Special Rules

Leadership. A Redemptor Priest commands absolute obedience from his followers and they are filled with righteous fury in his presence. This means that any Redemptionists within 6" of the Priest may use his Leadership value when they take Leadership tests. A Redemptor Priest can always attempt to recover from being pinned even if he has no Crusaders within 2" of him.

Redeemer. If the Redemptionists capture any opposing fighters who are not Scavvies, mutants, aliens or witches (Outlaws and Ratskins are not necessarily beyond redemption, but Spyrers definitely are) the Redemptor Priest can try to convert them to the Redemptionist cause. The Redemptionist player rolls 2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score.

If the Redemptor scores highest the prisoner becomes a faithful convert to the cause. Copy his characteristics, skills, experience, etc., over onto the Redemptionists' roster. All of the convert's weapons and equipment are sold off (tainted as they are) and he is re-equipped from the stash and/or weapons bought from the Redemptionist lists. The convert must be represented by a Redemptionist model; the original model can't be kept by the Redemptionist player.

If the prisoner equals or beats the Priest's score he resists and refuses to repent. This means the Redemptionists kill him and keep his weapons and equipment.

Inspire Hatred. Before a game the Priest can attempt to whip his followers and himself into fanatical fervour of hatred for the foe. Roll 2D6 against the Priest's Leadership characteristic: if the roll is equal to or under the characteristic he and all of his followers are subject to the rules for *hatred* against their opponents during the game.

A Redemptor Priest will automatically succeed in inspiring hatred if his opponents include any mutants, witches, aliens, Outlanders or Outlaws.

DEACONS

Cost to recruit: 60 credits

The Deacons attend to the secular affairs of the Crusade: silencing dissenters, controlling the crowds while the Redemptor preaches, protecting his person from defilers and so forth. Deacons are confirmed Brethren who are fanatically loyal to the Redemption and completely trustworthy in the Priesthood's eyes. Their faith is rewarded with a position of responsibility and the best weaponry.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. A Deacon may be given equipment chosen from the Close Combat, Basic, Pistol, Special Weapons, plus the Grenades and Shotgun Shells sections of the special Redemptionist lists.

BRETHREN

Cost to recruit: Novice – 25 credits
Brother – 50 credits

Brethren are the body of the Redemption, the great mass of supporters from the hive who have dedicated themselves to the path of righteousness. Confirmed brothers are those who have spent some time in the Underhive before, many of them are in fact ex-gang fighters or House warriors who have been redeemed. Novices are often ordinary workers from the hive who have been brought to the Underhive for the first time, in the hope that their fanatic zeal will compensate for their lack of experience. Brethren are usually well armed but with simpler weapons than the Redemptor or the Deacons.

Novice

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

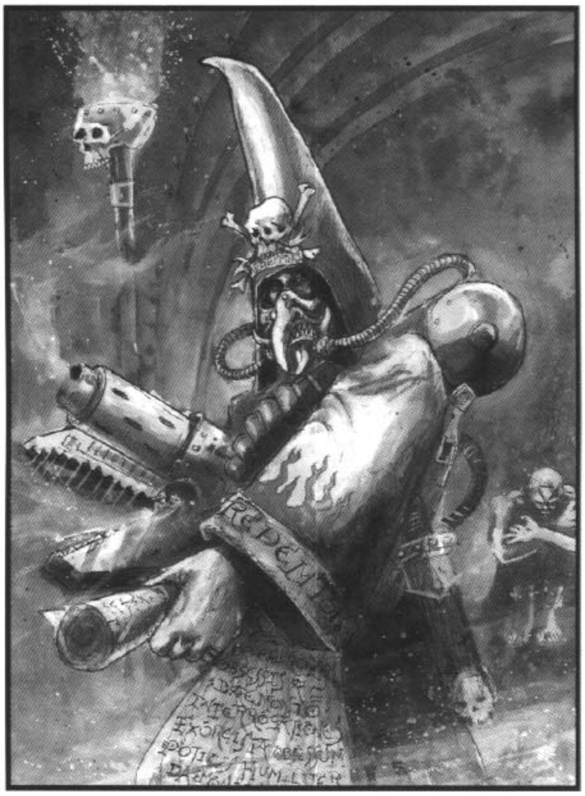
Brother

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. Brethren may be given equipment chosen from the Close Combat, Pistol, Basic Weapons, plus the Grenades and Shotgun Shells sections of the special Redemptionist lists.

Special Rules

Recruitment. Brethren are the heart and soul of any Redemptionist Crusade. To represent this at least half of the models in the Crusade must be Brethren. If the number of Brethren falls below half the strength of the Crusade only Brethren can be recruited until at least half of the Crusade is made up of Brethren again.



ZEALOTS

Cost to recruit: 60 credits

Zealots are crazed individuals touched by the Emperor's fury. Zealots are so filled with bile and anger that they are in an almost permanent state of rage. They test their faith by plunging headlong into combat with the greatest sinners they can find. They even lash at themselves to savour the pain of purgation, but they would rather carve the path of redemption into their enemies' hearts. Zealots carry only pistols or close combat weapons, preferring their battle of faith to be fought face to face with the sinners.

Zealots are most commonly armed with an Eviscerator, a giant double-handed chainsaw fitted with an Exterminator flame cartridge, to slice and burn the unbelievers into charred lumps (for their own good, of course).

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. A Zealot may be given equipment chosen from the Close Combat and Pistol Weapons sections of the special Redemptionist lists.

Special Rules

Frenzy! Zealots are subject to the rules for *frenzy*. Note that frenzy overrides all the rules for hatred unless the Zealot's frenzy is kept under control by passing a Leadership test at the start of the turn. This means that a Zealot can be frenzied or suffer hatred in a turn, not both.

REDEMPTIONIST WEAPONS LIST

BASIC WEAPONS*

Weapon	Cost in Credits
Autogun	20
Shotgun (with solid shot and scatter shells)	20

SPECIAL WEAPONS*

Weapon	Cost in Credits
Boltgun	35
Flamer	40
Grenade launcher (grenades extra)	130
Lasgun	25
Melta-gun	95
Plasma Gun	70

PISTOL WEAPONS

Weapon	Cost in Credits
Autopistol	15
Stub Gun	10
Hand Flamer	20

CLOSE COMBAT WEAPONS*

Weapon	Cost in Credits
Chains and Flails	10
Chainsword	25
Clubs, Mauls and Bludgeons	10
Eviscerator	30
Knife	free/5
Massive Axe, Sword or Club	15
Sword	10

Any weapons marked * may be fitted with an Exterminator cartridge:

Weapon	Cost in Credits
Exterminator	15

GRENADES & SHOTGUN SHELLS

Weapon	Cost in Credits
Frag grenades	30
Krak grenades	50
Man-Stopper Shotgun shell	5
Hot Shot Shotgun shell	5
Bolt Shotgun shell	15
Dum Dum bullets for Stub gun	5

REDEMPTIONIST EXPERIENCE SYSTEM

STARTING EXPERIENCE

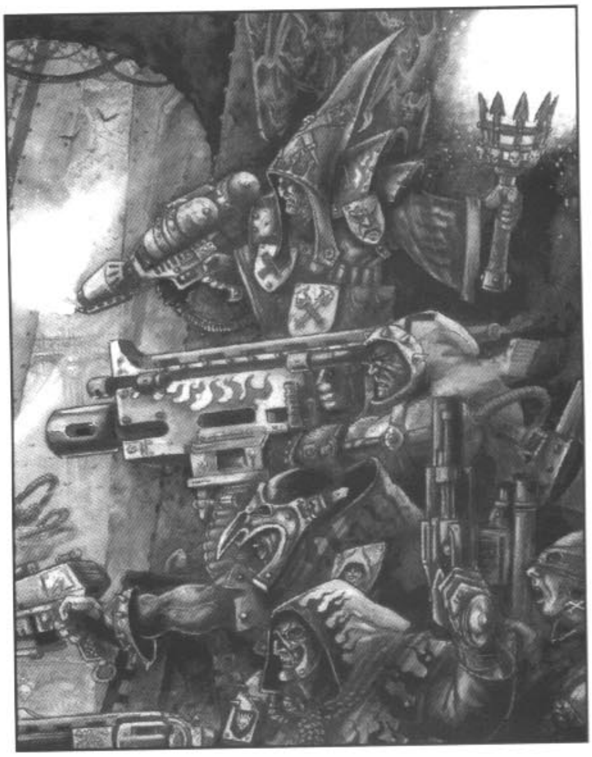
Type	Starting Experience Points
Novice	0
Brother	20+1D6
Zealot	20+1D6
Deacon	60+1D6
Priest	60+1D6

GAINING EXPERIENCE

Experience Points	Title
0-5	Novice (Starting level for Novices)
6-10	Novice
11-20	Novice
21-30	Brother (Starting level for Brothers and Zealots)
31-40	Brother
41-50	Brother
51-60	Brother
61-80	Senior Brother (Starting level for Priests & Deacons.)
81-100	Senior Brother
101-120	Senior Brother
121-140	Senior Brother
141-160	Senior Brother
161-180	Senior Brother
181-200	Senior Brother
201-240	Redemptive Brother
241-280	Redemptive Brother
281-320	Redemptive Brother
320-360	Redemptive Brother
361-400	Redemptive Brother
401+	Great Redemptor Anyone that reaches this level may not improve any further.

ADVANCE ROLL TABLE

2D6	Result
2	**New Skill** (any table).
3	**New Skill.**
4	**New Skill.**
5	**Characteristic Increase.** Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
7	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10	**New Skill.**
11	**New Skill.**
12	**New Skill** (any table).



MAXIMUM VALUE TABLE

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	10

REDEMPTIONIST SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Novice	–	–	✓	–	–	–	–
Brethren	–	–	✓	–	✓	–	–
Zealot	–	✓	✓	–	–	–	–
Deacon	–	–	✓	✓	✓	–	✓
Leader	✓	✓	✓	✓	✓	–	✓

REDEMPTIONIST TERRITORY CHART

D66 Roll	Territory	Income	Description
11-15	Wastes	0	The Crusade can find nothing better than a hole in the wastes to operate from until they move on again.
16	Tunnels	10	The Redemptionists find an old entrance to a network of service ducts beneath the dome. When the Crusade is in battle it can use these ducts to position up to three fighters anywhere on the table at ground level. Models are set up at the end of the player's first turn and may not be placed within 8" of enemy models.
21-25	Old Ruins	10	The Crusade makes its camp in some dilapidated ruins. Bits of scrap and broken archeotech to the value of 10 credits can be found if a Brother or Deacon searches through the ruins.
26	Vents	10	The Redemptionists find an old entrance to air shafts in the dome roof. When the Crusade is in battle it can use these shafts to position up to three fighters anywhere on the table above ground level. Models are set up at the end of the player's first turn and may not be placed within 8" of enemy models.
31-36	Settlement	30	The Crusade shelters in a settlement with strong ties to the Redemption, strengthening their faith through catechisms and prayers. The grateful settlers give the Redemptionists 30 credits if a Brother or Deacon makes a collection. In addition, whether a collection is made or not, roll a D6. On a 6 a Novice from the settlement joins the Crusade for free. The Novice has no weapons and must be equipped by the Crusade.
41-46	Holestead	D6x10	The Crusade stops at a holestead out in the wastes which belongs to Redemptionist settlers. One of the Brothers or Deacons can take a tithe from the faithful there worth D6x10 credits.
51-55	Water Still	D6x10	The Crusade stays at a water still which is secretly owned by the Redemption. A Brother or Deacon can assist the workers in redirecting water to the Redemptionist settlements and receive payment of D6x10 credits for the cause.
56	Hidden Weapons Cache	2D6x10	The Crusade uncovers one of the Redemption's hidden weapons caches out in the wastes. Weapons worth 2D6x10 credits are found if a Brother or Deacon takes the time to dig them up. All of the money must be spent on weapons immediately; it can't be supplemented from the Crusade's stash or saved for later.
61-63	Workshop	D6x10	The Crusade shelters at a Redemption-run workshop. A Brother or Deacon can collect a tithe here worth D6x10 credits. In addition, the Crusade can replenish its ammunition and service its weapons. In the next game the Crusade can ignore the first Ammo roll it has to make. The test is automatically passed and no dice are rolled. Note that this only applies to the first test, not to subsequent ones.
64-65	Seminary	D6x10	The Crusade visits a Redemptionist school which operates under the guise of a settlement. They receive shelter and a Brother or Deacon can collect D6x10 credits' worth of assistance from the Priest in charge. In addition, whether a collection is made or not, roll 3D6: for each 6 rolled a Novice from the seminary joins the ranks of the Crusade for free. The Novices have no weapons and must be equipped by the Crusade.
66	Hidden Weapons Cache	3D6x10	The Crusade uncovers one of the Redemption's hidden weapons caches out in the wastes. Weapons worth 3D6x10 credits are found if a Brother or Deacon takes the time to dig them up. All of the money must be spent on weapons immediately; it can't be supplemented from the Crusade's stash or saved for later.

RATSKIN RENEGADES

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous donwhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the Ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering and would rather not have anything to do with them.

Sadly, the Ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole Ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce Ratskins turn their backs on their own people and become renegades, hunting and killing the hivers wherever they can to cleanse the Underhive of intruders.

Other Ratskins go to the hivers' settlements out of curiosity or to look for work as trappers or guides and become corrupted by contact with the hivers. The Ratskins themselves dispossess these individuals and call them Badskins. Badskins spend all their money drinking and gambling until they finally get in trouble with the Watchmen and are driven out of the settlement for good. There can be no return home for Ratskins tainted by their contact with 'civilisation' so they drift from place to place until they can join a renegade band and be with their own people again.

SPECIAL RULES

OUTLANDERS. Ratskins are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Ratskins do not have a guild price and may never pay off their outlaw status.

TERRITORY. Ratskins start with one piece of territory generated on the Outlaw Territory Table. This is the Renegades' camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Ratskins can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Outlaw Territory Table immediately.

CAPTURED TERRITORIES. Any additional territory captured from other gangs is looted and destroyed by the Renegades as soon as it is captured (see the Outlaw rules for details of looting). However, Archeotech sites are sacred to Ratskins and they will always try to drive Underhivers away from them if they can. If a gang owning any Archeotech sites loses a territory to the Ratskins it will automatically lose one of its Archeotech sites without recourse to a random dice roll.

ARCHEOTECH SITES. Any Archeotech sites which are captured by the Ratskins must be left unmolested and will not generate any income. Instead they will be hidden and guarded by the Ratskins to prevent greedy Underhivers disturbing them. The only way in which Ratskins can hold more than one territory is by capturing Archeotech sites, but they can hold any number of sites in addition to their camp, using traps, sentries and hidden tunnels to keep them safe and move between them rapidly. Ratskins derive no direct benefit from possessing Archeotech sites, but these special places do give them the favour of the hive spirits (see below).

INCOME. Ratskins collect income from their one piece of territory, like any other Outlaw gang. Ratskins can also forage and are considerably better at it than ordinary Underhivers. Ratskin Renegades add +1 to their dice rolls for foraging.

TRADING. Ratskin Renegades roll on the Outlaw Trading Chart.

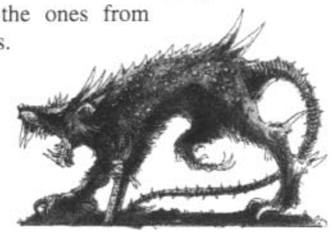
HIRED GUNS. Ratskins can make use of any Hired Guns that they can afford and who will fight for them.

STARVATION. Ratskins suffer the effects of starvation just like anybody else, it's just that they're better at finding food than anybody else.

BOUNTY. Ratskin Renegades are considered extremely troublesome by the Guilders so they are worth a bounty equal to their total cost, just like any other Outlaw.

CAPTURE. No special rules apply to captured Ratskins, or to fighters captured by Ratskins.

SCENARIOS. Ratskins roll on the Outlaw Scenario Table but they can add or subtract up to 2 from the dice roll. If the opposing gang has a Ratskin Scout in their employ this modifier is reduced to plus or minus 1 instead. If the Renegades can choose which scenario to play they can pick any of the ones from Campaigns or Outlanders.



RATSKIN CHIEF

Cost to recruit: 120 credits

A Ratskin Chief is not born to the position but is elected by his elders and his peers. A Chief is always a skilled warrior who is an expert in the ways of the Underhive and a natural leader of men. Some Renegade Chiefs are driven by a passionate hatred of the hivers who desecrate their homeland; others feel sympathy for the deluded settlers and will even help them on occasion though they ultimately want them to leave. The Chief's words are always listened to with respect by the Ratskins, and even once he has become a Renegade, braves and warriors will seek him out to gain the honour of fighting in his warband.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons. A Ratskin Chief may be given equipment chosen from the Close Combat, Ranged and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

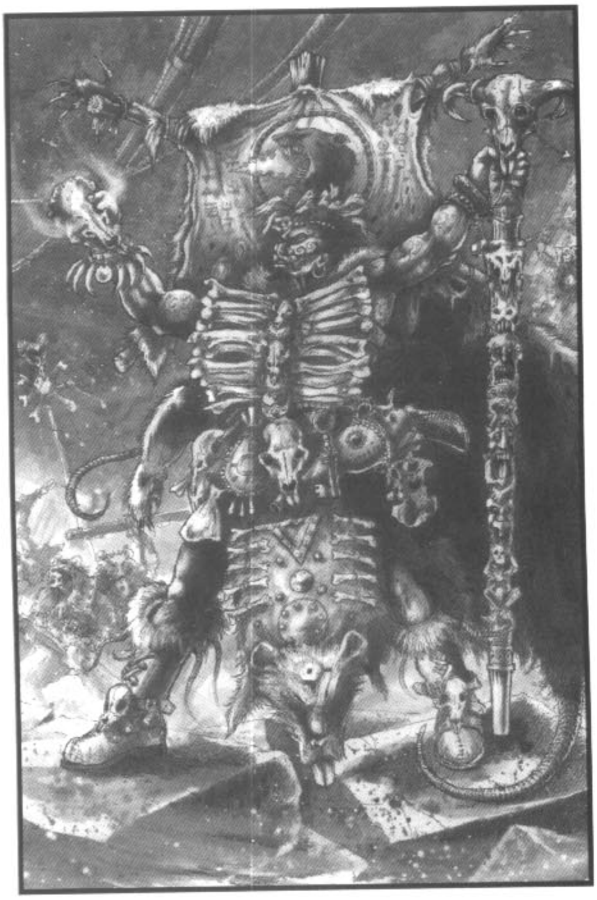
Equipment. A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Leadership. A Ratskin Chief commands respect from his followers and they are heartened by his presence. This means that any Ratskins within 6" of the Chief may use his Leadership value when they take Leadership tests. A Ratskin Chief can always attempt to recover from being pinned even if he has no Ratskins within 2" of him.

Resilient. Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table (see later). Ratskins can track their opponents unerringly in fog or darkness with their sharp hearing, they can always find their way through or round bottomless slime and bubbling tox pits, they don't get attacked by wild creatures and automatically dodge acid falls and hive quake debris and so on.



0-1 RATSKIN SHAMAN

Cost to recruit: 120 credits

Ratskin Shamans are mysterious individuals seldom seen outside Ratskin enclaves. They are rumoured to dwell in hidden caves filled with archeotech, acting as guardians of these sacred places of ancient technology.

Shamans are credited with supernatural powers which they claim come from the hive spirits themselves, a potent form of ritual magic which defies explanation by Wyrds or psykers. A Shaman whose archeotech cave has been desecrated may join a Renegade Chief to exact revenge on those responsible, or he might be drawn by visions of another holy place in need of saving.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	4	1	7

Weapons. A Ratskin Shaman may be given equipment chosen from the Close Combat, Ranged and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

Equipment. A Ratskin Shaman may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Spirit Lore. The Shaman is in communion with the hive spirits and may call upon them to help him. When the Shaman is recruited roll up one power for him on the Spirit Lore Table. Each Archeotech site the Ratskins control will bring the favour of the hive spirits and give the Shaman another Spirit power. If an Archeotech site is lost the Shaman will lose one of his powers chosen at random as the spirits show their disapproval.

Resilient. Ratskins are remarkably resilient to injury and have excellent survival instincts. They are less likely to be lost or captured than ordinary Underhivers and can hide from danger if hurt. To represent their resilience a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table.

Any number of
RATSKIN BRAVES

Cost to recruit: 35 credits

Ratskin Braves are young warriors who follow the Chief into the wastes looking for excitement and glory. Ratskin settlements always have a few braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful Chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive. The Braves' determination to prove themselves makes them fierce and bloodthirsty warriors, greatly feared by hivers and settlers alike.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons. Braves may be given any amount of equipment chosen from the Close Combat and Ranged Weapons sections of the special Ratskin lists.

Equipment. A Ratskin Brave may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Resilient. Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table.

Any number of
RATSKINS

Cost to recruit: 60 credits

Ratskins are fully fledged fighters and hunters from the Ratskin tribes. Many of those who follow a Renegade Chief are bitter, dispossessed men who have lost friends and family to raiding Outlaws or avaricious hivers stealing their territory. Others have become brutalised by working in hiver settlements and suffering the ignorant contempt of the downhivers for their race and culture.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. A Ratskin may be given equipment chosen from the Close Combat, Ranged and Special Weapons sections of the special Ratskin lists.

Equipment. A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Resilient. Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table.

RATSKIN WEAPONS LIST

RANGED WEAPONS

Weapon	Cost in Credits
Autopistol	15
Blunderbuss/Scatter gun	8
Hand Bow	5
Musket	6
Stub gun	10

SPECIAL WEAPONS

Weapon	Cost in Credits
Shotgun (with solid shot and scatter shells)	20
Autogun	20
Lasgun	25

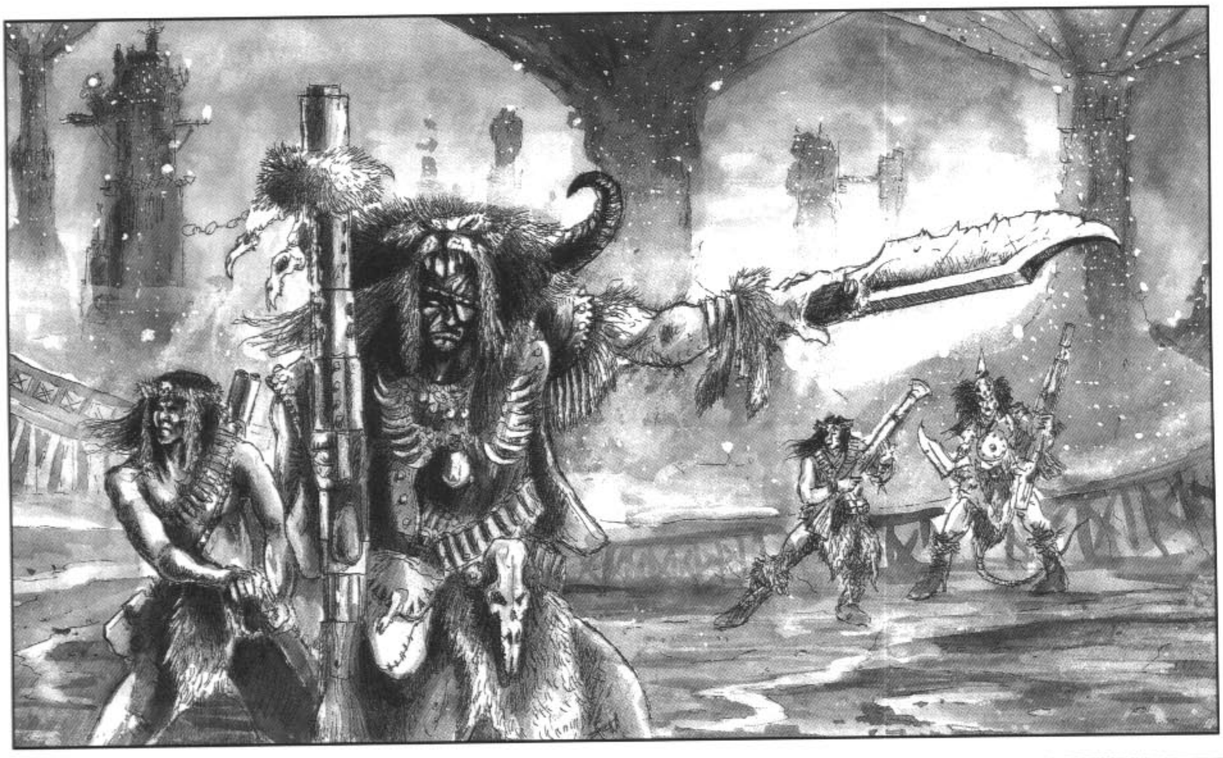
CLOSE COMBAT WEAPONS

Weapon	Cost in Credits
Clubs, Mauls and Bludgeons	free/10*
Chains and Flails	5
Massive Axe, Sword or Club	10
Knife	free
Sword	15

* The first club/maul etc a Ratskin has is free, if the Ratskin is equipped with an extra club it will cost 10 credits.

GRENADES & SHOTGUN SHELLS

Weapon	Cost in Credits
Frag grenades	30
Man-Stopper shell	5
Hot Shot shell	5
Bolt shell	15
Dum dum bullets for stub gun	15



RATSKIN EXPERIENCE SYSTEM

GAINING EXPERIENCE

Experience Points	Title
0-5	Brave (Starting level for Braves)
6-10	Brave
11-20	Brave
21-30	Ratskin (Starting level for Ratskins)
31-40	Ratskin
41-50	Ratskin
51-60	Ratskin
61-80	Ratskin Warrior (Starting level for Chiefs and Shaman)
81-100	Ratskin Warrior
101-120	Ratskin Warrior
121-140	Ratskin Warrior
141-160	Ratskin Warrior
161-180	Ratskin Warrior
181-200	Ratskin Warrior
201-240	Spirit Warrior
241-280	Spirit Warrior
281-320	Spirit Warrior
320-360	Spirit Warrior
361-400	Spirit Warrior
401+	Great Warrior (Anyone that reaches this level may not improve any further)

Once a Brave has reached Ratskin experience level he may be bought weapons from the Ratskins Special Weapons list.

STARTING EXPERIENCE

Type	Starting Experience Points
Brave	0
Ratskin	20+1D6
Shaman	60+1D6
Chief	60+1D6

ADVANCE ROLL TABLE

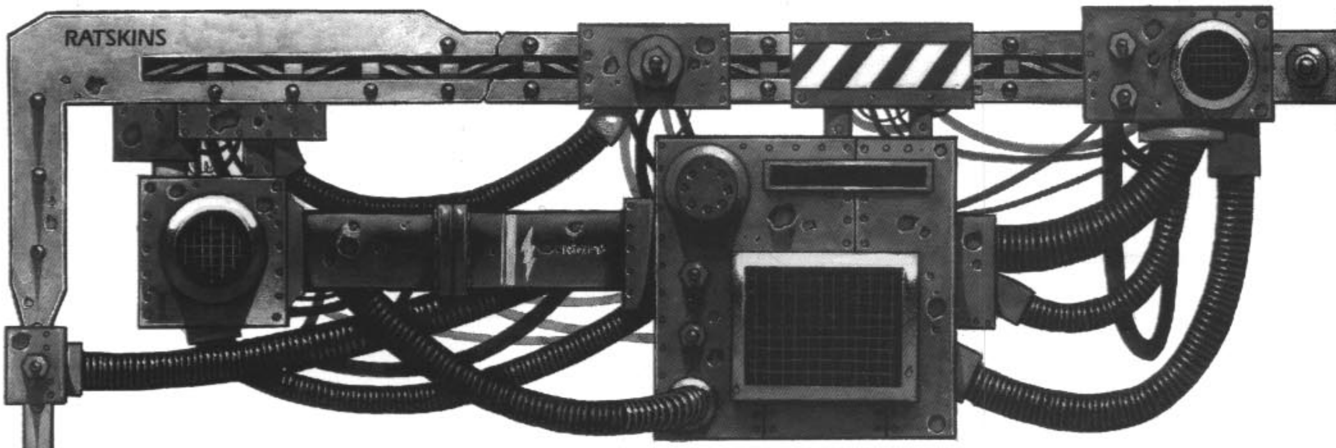
2D6	Result
2	**New Skill** (any table).
3	**New Skill.**
4	**New Skill.**
5	**Characteristic Increase.** Roll again: 1-3 = +1 Strength 4-6 = +1 Attacks
6	**Characteristic Increase.** Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
7	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative 4-6 = +1 Leadership
8	**Characteristic Increase.** Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds 4-6 = +1 Toughness
10-11	**New Skill.**
12	**New Skill** (any table).

MAXIMUM VALUE TABLE

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

RATSKIN SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave	✓	–	–	–	–	✓	–
Ratskin	✓	✓	–	–	–	✓	–
Shaman	✓	✓	✓	–	–	✓	–
Chief	✓	✓	✓	✓	✓	✓	–

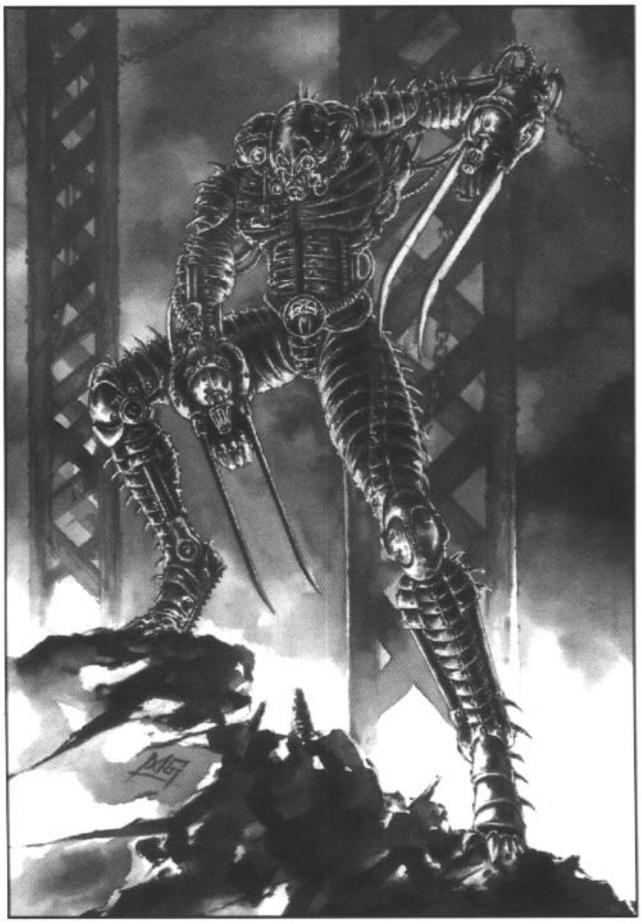


SPIRIT LORE POWERS

D6 Roll	Result
1	**SLIME DANCE** The shaman is able to call on the spirits of the hive to summon up fogs, slime, creatures and suchlike… sometimes. When treacherous conditions are rolled for at the beginning of the game the Shaman can re-roll the dice if he can first pass a Leadership test on 2D6.
2	**CURSE** The shaman can call down the curse of the hive spirits on the opposing gang. If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can effect a curse which will last for all of the Ratskins' turn and their opponent's turn. The curse affects the whole enemy gang and makes them automatically fail all Initiative tests until the beginning of the next Ratskin turn. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the curse will stop having any effect immediately.
3	**GHOST DANCE** The shaman can call on the hive spirits to protect the Ratskins. If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can weave a protection which will last for all the Ratskins' turn and their opponent's turn. The protection affects all the Ratskins and gives them all a 4+ saving throw until the beginning of the next Ratskin turn. The saving throw is subject to all the normal saving throw modifiers. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the dance will stop having any effect immediately.
4	**BLINDSNAKE RITUAL** The Shaman can undertake a Blindsnake ritual after each game. If he successfully passes a Leadership test on 2D6 he creates a Blindsnake pouch for free which can either be given to a member of the Renegades or sold at an Outlaw trading post for 30 credits.
5	**SPIRIT WALK** The Shaman can project his spirit from his body by entering a trance. If the Shaman passes a Leadership test at the start of his turn he can free his spirit. The spirit moves 3D6" in the movement phase, and ignores all terrain so it can move up or down without ladders, drift through walls etc. The spirit causes *fear* and is immune to all damage from shooting (including pinning). The spirit can attack in hand-to-hand combat and has the same profile as the Shaman himself, but is only armed with a knife. Any wounds inflicted are real for the victim but if the Shaman loses in hand-to-hand combat his spirit is merely sucked back into his body and no real harm is done to him. The spirit instantly returns to the Shaman's body at the end of the Ratskins' turn.
6	**STEAL PROWESS** The Shaman can undertake a slow and painful ritual to steal a victim's prowess and bestow it on the Ratskin Chief. This ritual can only be used against defeated enemies (ie, captured fighters) and if the Shaman passes a Leadership test on 2D6 it allows him to steal a skill or characteristic advance from the victim and give it to the Ratskin Chief instead. The Chief cannot exceed the normal characteristic maximums and the victim's characteristics cannot be reduced below their starting level. The Chief can gain skills normally unavailable to Ratskins through Steal Prowess. The drained victim can be ransomed or exchanged or sold into slavery as normal after the ritual has been enacted, but the opposing gang may attempt a Rescue mission before the ritual takes place.

SPYRE HUNTERS

Even in the living nightmare of the Underhive the Spyrers are spoken of with a shudder. Parents scare small children into obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.



These creatures are not devils or ghosts, as the Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule Hive Primus and the whole of Necromunda from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls only the most dynamic and merciless individuals can expect to rule, or indeed to survive.

Spyrers are sent below the wall in teams. Once in the Underhive they can expect no help, no money, no resources: they have only the equipment they bring with them and their own native wits to help them survive. Of course a Spyrer's hunting rig is no ordinary set of armour. Spyrers use ritualised combinations of weapons and armour which favour different combat styles. Each rig is meticulously crafted offworld, a wondrous device of half-forgotten technologies worth its own weight in credits.

The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each Spyrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.

A Spyrer team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow. Their fighting suits record all that occurs in the depths and verifies their kills so no duplicity is possible; the Spyrers must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the survivors of the team will take their place among the powerful ruling elite of Necromunda.

SPECIAL RULES

VOW. A Spyrer team must commit itself to achieving a specific aim during its time in the Underhive. The Spyrers' vow must be made when the team is started and may be chosen from the following:

A] To kill a total of one gang fighter for each starting member of the team. Eg, if the team had six members they would have to kill (as in result 11 to 16 on the Serious Injury Table) six enemy gang fighters before they returned above the wall.

Or

B] To earn a total of 200 Experience points for each starting member of the team. Eg, if the team had five members they would have to earn a combined total of 1,000 Experience points before they returned above the wall.

Or

C] To survive a total of two games for each starting member of the team. Eg, if the team had four members they would have to survive eight games before they returned above the wall.

Once a Spyrer team returns above the wall it splits up and the hunters start their new lives in the Noble Houses. However, many aspirants develop such a taste for the excitement and bloodletting of the hunt that they will return to the Underhive as part of another team. To represent this you are allowed to 'buy back' veteran hunters when you recruit a new hunt after you have completed your vow with an old one. Veteran hunters cost their basic value (discounting any credits spent on training) plus 1 credit for every Experience point they have already earned. Potentially, the same hunter could return to the Underhive many times over.

OUTLANDERS. Spyrers are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Spyrers do not have a guild price and may never pay off their outlaw status.

STARTING TERRITORY. Spyrers start with one piece of territory generated on the Outlaw Territory Table. This forms their base camp and they may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at a time. If the Spyrers lose their current base camp generate another on the Outlaw Territory Table.

INCOME. Spyrers never collect any income, never trade and can never buy extra gang members after their initial recruitment. They are committed into the Underhive until they complete their vow.

STARVATION. Spyrers gain synthesised sustenance from protein packs wired into their suits so they are immune to the effects of starvation.

BOUNTY. Though no Guilder would pay, or indeed offer, a bounty on Spyrers the sophisticated devices that can be stripped from their bodies are worth an amount equal to their total cost, just like any other Outlaw.

CAPTURE. Gang fighters captured by Spyrers are liable to be turned into interesting suit ornaments as the Spyrers have no interest in ransoms or exchanges. The only way a gang can get back captured members is by playing a *Rescue* scenario against the Spyrers. The Spyrers just love using captured prey as bait to get more. Spyrers captured by gangers can expect only a quick and horrible death. Their companions will make no attempt to rescue them and they can expect no ransom from the Spire. A Spyrer who is captured is automatically killed and stripped for bounty. Spyrer weapons and equipment cannot be used by non-Spyrers.

POWER BOOSTS. The power boosts for Spyrer suits begin to kick in once the hunter starts making kills and earning Experience points in combat. They work by increasing the energy feed into weapon systems and making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armour cells to increase their protection and so on. Power boosts, like skills and characteristic increases, can only be earned with Experience points.

LEADER. A Spyrer team has no set leader: leadership devolves to whoever has the highest kill score at the time, or the best ideas. In game terms this means that any Bottle rolls are taken using the best Leadership characteristic in the team (assuming that member is present and not down or out at the time). In some scenarios an Experience point bonus goes to the leader of the winning gang: in a Spyrer team this will go to the Spyrer with the best leadership who fought in the game.

PINNING. Spyrers are in constant communication with each other and are highly self-motivated. This means that a Spyrer who is pinned is always allowed to roll to try and escape from pinning at the start of their turn even if there are no other Spyrers within 2" of them.

SCENARIOS. Spyrers roll on the normal Scenario Table, not the Outlaw Scenario Table. If the Spyrers get to pick the scenario they can only choose one of the following:

Standard Scenarios:

Gang fight, Ambush, Hit and Run, The Raid

Outlaw Scenarios: The Hit

JAKARA

Cost to recruit: 190 credits

Jakara weapons are the mono sword and adamantium shield. The Jakara is the lightest of all the Spyre hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the Spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one of which can drain the force from a shot or blow and hurl it back at the attacker.

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	3	1	3	1	7

Weapons. The Jakara suit is armed with a monomolecular sword and a mirror shield. The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack which is energy-based (laser, plasma or melta) the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits resolve it with the original weapon's profile.

Armour. The Jakara suit gives the wearer the following characteristic increases: Movement +1, Weapon Skill +1. These increases have been included in the Jakara hunter profile above.

The Jakara suit also gives an armour saving throw of 5 or 6 on a D6. The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90° arc of the user. The shield saving throw is not subject to saving throw modifiers so it will always save on a roll of 4, 5 or 6.

Equipment. A Jakara Spyrer is equipped with a bio-booster, skull chip, filter plugs or respirator and photo contacts or a photovisor.

YELD

Cost to recruit: 170 credits

The Yeld is the most bizarre of the Spyre hunters: a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed the Yeld's wings curl around it and mimic the hues surrounding its body, concealing the Spyrer from view until it takes flight again.

M	WS	BS	S	T	W	I	A	Ld
5	3	4	3	3	1	3	1	7

Weapons. The Yeld suit is equipped with laser gauntlets.

Armour. The Yeld suit gives the wearer the following characteristic increases: Movement +1, Ballistic Skill +1. These increases have been included in the Yeld hunter profile above.

The Yeld suit also gives an armour saving throw of 5 or 6 on a D6. It also mounts the Yeld's wings, which are detailed in the New Equipment section.

Equipment. A Yeld Spyrer is equipped with a bio-booster, filter plugs or respirator and photo contacts or a photovisor.

MALCADON

Cost to recruit: 165 credits

Malcadon are cunning and subtle in their hunting, trapping their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinarets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.

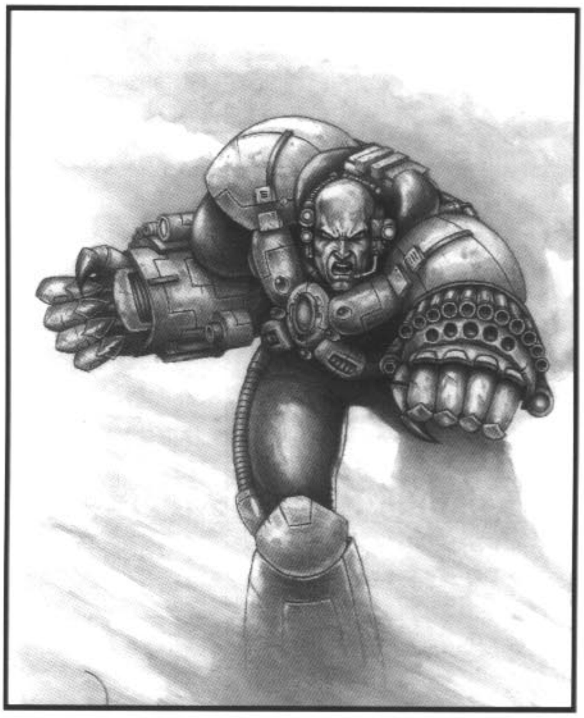
M	WS	BS	S	T	W	I	A	Ld
6	4	3	3	3	1	4	1	7

Weapons. The Malcadon is equipped with a web spinner.

Armour. The Malcadon suit gives the wearer the following characteristic increases: Movement +2, Weapon Skill +1, Initiative +1. These increases have been included in the Malcadon hunter profile above.

The Malcadon suit also gives an armour saving throw of 5 or 6 on a D6.

Equipment. A Malcadon Spyrer is equipped with a bio-booster, filter plugs or respirator and photo contacts or a photovisor.



ORRUS

Cost to recruit: 185 credits

The Orrus embodies the most brutal aspects of the Spyre hunters. Its distinctively oversized powered arms and hulking shoulders betray the Orrus' fearsome combat style, that of crushing and battering their opponents to a bloody pulp. Ranks of armoured pistons power the arms and its blunt, claw-fingered hands and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance. Though the Orrus is the slowest of the Spyre hunters it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured but a force field protects the Spyrer as he lumbers forward.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	1	3	2	7

Weapons. The Orrus suit is armed with two crushing fists, each with a bolt launcher mounted in it.

Armour. The Orrus suit gives the wearer the following characteristic increases: Weapon Skill +1, Strength +1, Attacks +1. These increases have been included in the Orrus hunter profile above.

The Orrus suit also gives an armour saving throw of 4, 5 or 6 on a D6 and is protected by a force field which gives it a saving throw of 6 on a D6 against any shooting hits. The force field armour saving throw is not subject to saving throw modifiers so it will always save on a roll of 6.

Equipment. An Orrus Spyrer is equipped with a bio-booster, filter plugs or respirator and photo contacts or a photovisor.

SPYRER EXPERIENCE SYSTEM

STARTING EXPERIENCE

Type	Starting Experience Points
Orrus	0
Malcadon	0
Yeld	0
Jakara	0

GAINING EXPERIENCE

Experience Points	Title
0-5	Green Hunter (Basic starting level for Spyrers)
6-10	Green Hunter
11-20	Green Hunter
21-30	Hunter
31-40	Hunter
41-50	Hunter
51-60	Hunter
61-80	Stalker
81-100	Stalker
101-120	Stalker
121-140	Stalker
141-160	Stalker
161-180	Stalker
181-200	Stalker
201-240	Killer
241-280	Killer
281-320	Killer
320-360	Killer
361-400	Killer
401+	Great Killer (Anyone that reaches this level may not improve any further.)

MAXIMUM VALUE TABLE

Orrus

M	WS	BS	S	T	W	I	A	Ld
4	7	6	6	5	3	5	4	9

Malcodon

M	WS	BS	S	T	W	I	A	Ld
8	7	6	5	4	3	6	3	9

Yeld

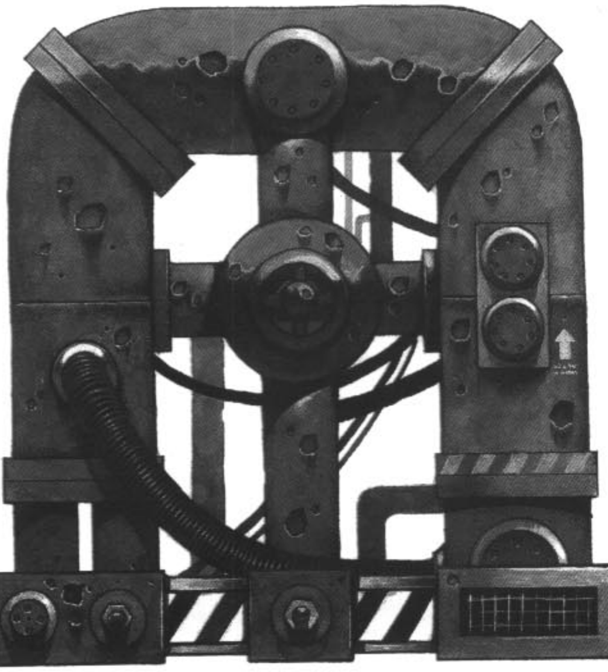
M	WS	BS	S	T	W	I	A	Ld
8	6	7	4	4	3	6	3	9

Jakara

M	WS	BS	S	T	W	I	A	Ld
7	7	6	4	4	3	7	3	9

TRAINING

Spyrer gangs can buy starting Experience points, representing time spent in training arenas in the Spire. Each 1D6 Experience points costs 10 credits, all the credits being spent on experience must be allocated before the dice are actually rolled. The cost of this training is added to the basic cost of the Spyrer. It is quite possible for a Spyrer to start his or her career with one or more advances from training. These should be rolled on the appropriate table below.



ORRUS

ADVANCE TABLE

2D6	Result
2	**Orrus Power Boost.**
3	**Combat Skill.**
4	**Ferocity Skill** (Re-roll if you get *Iron Will*).
5	**Characteristic Increase.** Roll again: 1-2 = +1 Initiative; 3-6 = +1 Leadership.
6	**Characteristic Increase.** Roll again: 1-2 = +1 BS; 3-6 = +1 Weapon Skill.
7	**Characteristic Increase.** Roll again: 1-4 = +1 Strength; 5-6 = +1 Attacks.
8	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	**Muscle Skill** (Re-roll if you get *Bulging Biceps*).
10-12	**Orrus Power Boost.**

POWER BOOST

D6	Result
6	**Sustained Fire Bolt Launchers.** New ammo feeds come on line to make the suit weapons capable of sustained fire. Each bolt launcher gains a Sustained Fire dice. The maximum number of dice is 2 per launcher.
5	**Power Field Strengthened.** The suit's power field saving throw is improved by +1, so the first time this boost is rolled it will take it from 6+ to 5+. The maximum saving throw the power field can achieve is 2+.
4	**Combat Neuroware.** The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.
3	**Thickened Armour.** The suit's armour thickens and hardens so its saving throw is improved by +1; hence the first time this boost is rolled it will take it from 4+ to 3+. The maximum saving throw the armour can achieve is 2+.
2	**Heavy Bolt Ammo.** The bolts fired by the suit's launchers explode more fiercely on impact. The first boost increases them to S5, the second increases their save modifier to -2 and the third increases the damage they inflict to D3.
1	**Improved Bolt Launcher Range.** The bolt launchers' range is increased by 4" up to a maximum of 24".

MALCADON

ADVANCE TABLE

2D6	Result
2	**Malcadon Power Boost.**
3	**Ferocity Skill** (Re-roll if you get *Iron Will*).
4	**Stealth Skill.**
5	**Characteristic Increase.** Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	**Characteristic Increase.** Roll again: 1-3 = +1 BS; 4-6 = +1 WS.
7	**Characteristic Increase.** Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
8	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	**Agility Skill** (Re-roll if you get *Quick Draw*).
10-12	**Malcadon Power Boost.**

POWER BOOST

D6	Result
6	**Weaving Spinners.** The spinner muzzles change to allow it to cover an area. The first boost gives the spinners a 1" blast marker, the second increases it to 1½" and the third increases it to 2".
5	**Toxin Sacs.** Insidious neurotoxins synthesised by the suit from pollutant waste coat its spines. The Malcadon's Strength in close combat is increased by +1 for each boost, up to a maximum of +3.
4	**Combat Neuroware.** The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.
3	**Thickened Armour.** The suit's armour thickens and hardens so its saving throw is improved by +1; hence the first time this boost is rolled it will take it from 5+ to 4+. The maximum saving throw the armour can achieve is 2+
2	**Improved Motive Power.** The suit's power output for movement is boosted, increasing its speed. Add +1 to the Movement rate for each boost.
1	**Improved Spinner Range.** The suit's spinner range is increased by 2" up to a maximum of 18".

YELD

ADVANCE TABLE

2D6	Result
2	**Yeld Power Boost.**
3	**Combat Skill.**
4	**Stealth Skill.**
5	**Characteristic Increase.** Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	**Characteristic Increase.** Roll again: 1-2 = +1 Strength; 3-6 = +1 Attacks.
7	**Characteristic Increase.** Roll again: 1-4 = +1 BS; 5-6 = +1 WS.
8	**Characteristic Increase.** Roll again: 1-4 = +1 Wounds; 5-6 = +1 Toughness.
9	**Shooting Skill** (Re-roll if you get *Gunfighter*).
10	**Yeld Power Boost.**
11	**Yeld Power Boost.**
12	**Yeld Power Boost.**

POWER BOOST

D6	Result
6	**Pulse Lasers.** New power feeds come on line to make the suit weapons capable of sustained fire. The Yeld's lasers gain a Sustained Fire dice. The maximum number of dice the lasers can be boosted to is three.
5	**Sharpened Claws.** Molecules flake away from the edge of the Yeld's wings to make them even sharper. The Yeld's Strength in close combat is increased by +1 for each boost, up to a maximum of +3.
4	**Combat Neuroware.** The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.
3	**Enhanced Chameleon Powers.** The chameleon circuits in the Yeld's wings become faster and more accurate. The first boost increases the to hit modifier against a Yeld to -1 at short range, the second increases the to hit modifier against a Yeld to -2 at long range and the third increases the to hit modifier against a Yeld to -2 at short range.
2	**Improved Wings.** The suit's power output to its wings is boosted, increasing its speed. Add +1 to the movement rate for each boost.
1	**Boosted Laser Power.** The suit's lasers become more focused and deadly. The first boost increases them to S4, the second increases their save modifier to -2 and the third increases them to S5.

JAKARA

ADVANCE TABLE

2D6	Result
2	**Jakara Power Boost.**
3	**Stealth Skill.**
4	**Combat Skill.**
5	**Characteristic Increase.** Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	**Characteristic Increase.** Roll again: 1 = +1 Ballistic Skill; 2-6 = +1 Weapon Skill.
7	**Characteristic Increase.** Roll again: 1 = +1 Strength; 2-6 = +1 Attacks.
8	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	**Agility Skill** (Re-roll if you get *Quick Draw*).
10	**Jakara Power Boost.**
11	**Jakara Power Boost.**
12	**Jakara Power Boost.**

POWER BOOST

D6	Result
6	**Heightened Reflexes.** The suit's reflexes sharpen incredibly so that the Jakara can swing its shield around to protect it from enemies appearing from any direction. The first boost allows the model to turn up to 45° after the enemy's movement phase. The second increases the turn to 90°, the third to 180°.
5	**Sharpened Mono Sword.** Molecules flake away from the edge of the mono sword to make it even sharper. The Jakara's Strength in close combat is increased by +1 for each boost, up to a maximum of +3.
4	**Combat Neuroware.** The suit links up new neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.
3	**Enhanced Mirror Shield.** The mirror shield is improved and becomes capable of absorbing different kinds of energy. The first boost allows the shield to deflect kinetic energy back at its target (such as bullets from autoweapons, missiles, etc.) as well as energy weapons, the second increases the shield's save to 3+ and the third allows the bearer to split the reflected Strength value of an attack between two targets, make a separate to hit roll for each target.
2	**Improved Motive Power.** The suit's power output for movement is boosted, increasing its speed. Add +1 to the Movement rate for each boost.
1	**Thickened Armour.** The suit's armour thickens and hardens so its saving throw is improved by +1; hence the first time this boost is rolled it will take it from 5+ to 4+. The maximum saving throw the armour can achieve is 3+

NEW WEAPONS

PIT SLAVE WEAPONS

Pit slave weapons are used, unsurprisingly, by pit slaves. These are a new type of Hired Gun, detailed later.

ROCK DRILL

Mining slaves are commonly modified to carry a massive drill for boring through slag and rock. The rock drill makes a fearsome weapon in hand-to-hand combat. If the pit slave inflicts 2 or more hits in combat then he exchanges all the hits for a single hit with increased strength and damage as he drills through his opponent's body. The bonus equals +1 Strength and +1 damage for each hit after the first, so you exchange 2 hits for a single S5 hit causing 2 wounds, 3 hits for a single S6 hit causing 3 wounds and so on.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
Close combat only				4	1	-3	-

Special: See above

CLAW

A claw or big grabber is used in a variety of mining and loading roles. A pit slave armed with a claw may pick up and hurl his opponent if he wins a round of combat, in addition to hitting him. A hurled opponent is thrown D6" in a direction chosen by the player. The hurled model suffers a hit at a Strength equal to half the distance thrown (round up). If it strikes a wall or other obstruction it will stop there. If it hits another model both models take a hit with a Strength equal to half the distance rolled. If the model is pitched off a building use the Falling rules to work out damage.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
Close combat only				4	1	-1	-

Special: See above

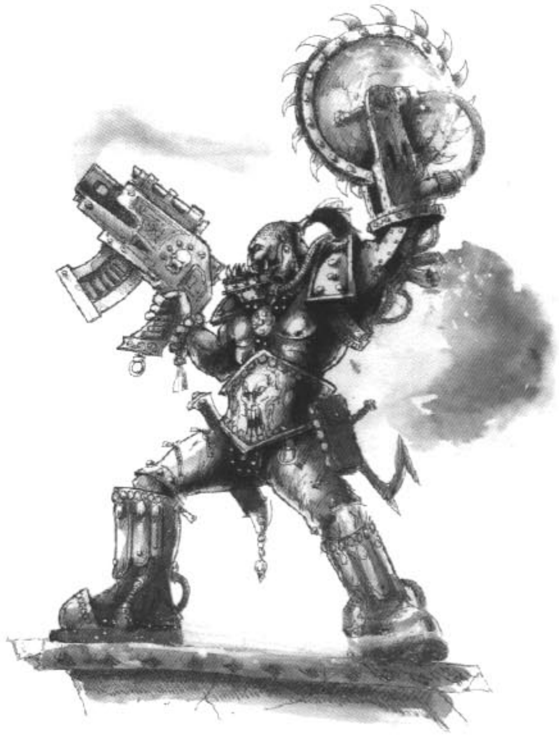
SHEARS

Huge shears are fitted to pit slaves for harvesting fungus groves and scrap sheet metal. The sharp blades of the shears are quite capable of snipping bits off a human as well. If the pit slave hits an opponent in hand-to-hand combat, re-roll any dice which roll 6 to wound. If the second roll is also a 6 the victim's head is snipped clean off unless it can make its armour saving throw (or dodge).

Any models that suffer this fate are automatically dead and don't roll on the Serious Injury Table. Note that the model can't be revived with medic skills, medi-packs, etc.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
Close combat only				4	1	-1	-

Special: See above



BUZZ SAW

Buzz saws are fitted to scrap slaves and particularly unsubtle pit fighters. A whirling disk of toothed steel, the buzz saw can part steel or flesh just as easily with a single scything swing.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
Close combat only				5	1	-2	-

Special: None

CHAINSAW

Chainsaws are a popular choice of weapon for pit fighters, their most well-known advocate being the slave leader Bull Gorg. A chainsaw is usually mounted on the stump of a wrist or in place of a forearm, but the infamous pit fighter Harkan Vore actually had a chainsaw which replaced his lower jaw! Because a chainsaw is long, edged and comparatively easy to wield the user may use it to parry in close combat.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
Close combat only				4	1	-1	-

Special: Parry

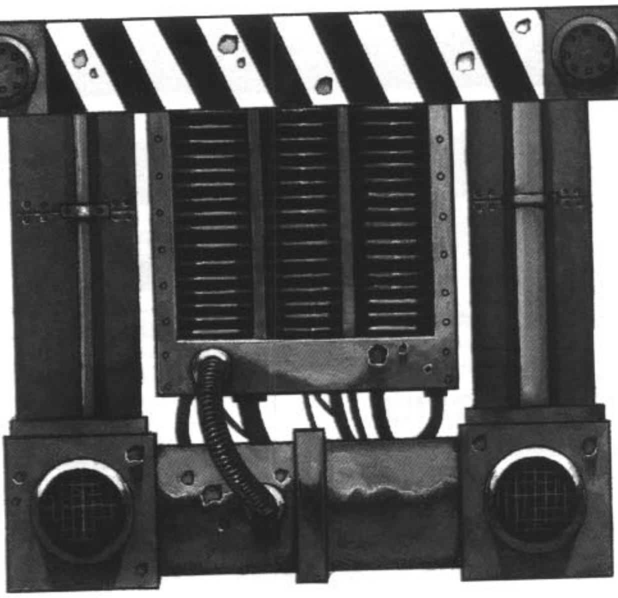
HAMMER

Giant hammers are fitted to mining and foundry slaves. The pile driver force of a pneumatically-driven hammer is so great that opponents in hand-to-hand combat may be knocked senseless and beaten to their knees before they have a chance to fight back.

Any opponent in hand-to-hand combat with a hammer-armed pit slave has its Weapon Skill halved (rounding fractions down) unless it can roll under its Initiative on a D6.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
Close combat only				4	1	-1	-

Special: None



CLOSE COMBAT WEAPONS

EVISCERATOR

The Eviscerator is a huge double-handed chainsaw favoured by the fanatics and zealots of the Redemption. An Eviscerator's double set of contra-rotating teeth can rip through even the toughest mutant hide and bone, tearing an enemy to pieces with a single two-handed cut. The size and weight of the weapon mean it can only be wielded with both hands and even then the operator is limited to making wide swings and heavy, overhead cuts with it.

Special Rules

The Eviscerator is so heavy and dangerous that it is impossible to parry. However, the Eviscerator does not encourage a very elegant fighting style so in the case of a draw the model with the Eviscerator will automatically lose and suffer 1 hit regardless of the two combatants' Initiative scores.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
Close combat only				As user +3	D3	-3	-

Special: May not be parried

BASIC WEAPONS

EXTERMINATOR

Only the fanatics of the Redemption use Exterminators, particularly for their Novice Brethren whose shooting skills are more enthusiastic than accurate. An Exterminator isn't really a weapon as such, it's more like a flamer nozzle attached to a small canister of fuel. This is strapped under a real basic weapon like an autogun or a shotgun to give the fighter carrying it a single-shot flamer to use at close quarters.

Special Rules

An Exterminator can be attached to a basic, special or close combat weapon (in the latter case the nozzle is usually attached to the weapon and fed from a canister which is carried separately). An Exterminator cannot be attached to a pistol weapon.

During the shooting phase a model can fire its Exterminator instead of the weapon it's fitted to. The effects of an Exterminator are identical to a shot from a normal flamer.

The Exterminator attachment fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with air. Used at short distances it is almost impossible to miss and several victims can be claimed with a single shot.

SPECIAL RULES

One Shot Weapon. The Exterminator only carries enough fuel for a single shot, so once the Exterminator has been fired it is out of ammo for the rest of the game.

Template. The flamer's shot is represented by the larger teardrop-shaped flamer template. Place the template so the pointy end touches the firing model and the rest of it covers one or more target models. Any models wholly under the template are hit automatically, while those partially beneath are hit on the D6 roll of a 4, 5 or 6.

Catching Fire. If a model is hit by a flamer and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action then remove the model as normal. If a model is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the fighter's own turn. Roll a D6.

D6	Result
1-5	The model continues to burn and automatically sustains a further Strength 4 hit. If a model goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning the fighter's nerve is automatically broken, though the model moves 2D6" in a random direction rather than towards cover (a random direction can be established using the Scatter dice). A burning model will not engage in hand-to-hand fighting and other models automatically move out of his way.
6	The flames go out with no further effect.

If there are any models within 1" of the burning fighter during their movement phase then they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 or more the flames are beaten out with no further effect.

Frenzied target. A frenzied fighter who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will, however, continue to take damage as described above.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
Special Rules				4	1	-2	Auto

Special: Uses Flamer template

BLUNDERBUSS/SCATTER GUN

Scavvies use blunderbusses and scatter guns in great numbers, though these weapons are also occasionally made and used by Ratskins. A blunderbuss or scatter gun is a simple weapon made out of one or more short tubular barrels (sometimes with flaring muzzles) strapped onto a crude stock of some description. An explosive charge is loaded into each barrel before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out this mass ~~of~~ shards, hopefully into the general vicinity of the target.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-6	6-9	+3	-1	3	1	Special	6+

Special: None

HANDBOW

A handbow is a compact crossbow or speargun made using scavenged springs or torsion twisted gut to supply its strength. Ratskins particularly favour handbows because they are silent and fire ammunition that can be collected and reused.

The handbow fires a short, heavy arrow that is best turned out of steel or iron and barbed so it sinks into the flesh. The handbow can be fired one-handed but it is too cumbersome to use like a pistol in close combat. A handbow can't be reloaded on the move.

Special Rule

While the heavy arrow of a handbow can pierce flesh easily it lacks the momentum to punch through thick, rigid armour. Any target with an armour saving throw of 4+ or better has its armour save increased to 2+ when hit by a handbow arrow.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-8	8-16	-	-1	4	1	Special	6+

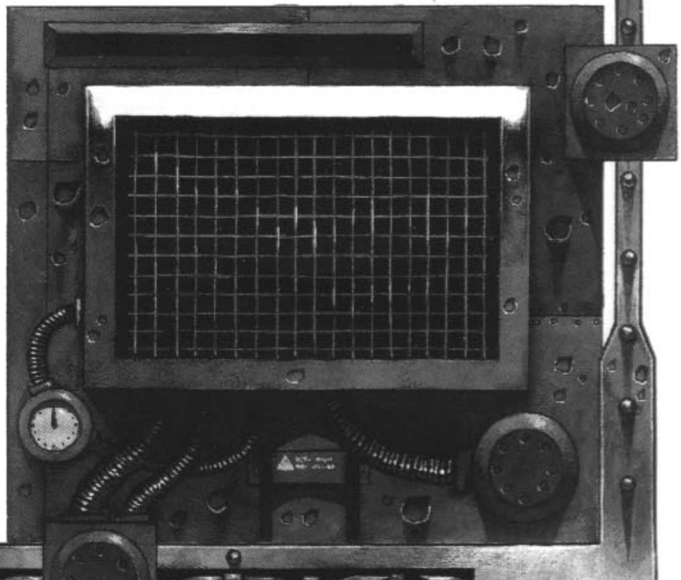
Special: Move or fire

MUSKET

Muskets are primitive weapons which comprise a long, narrow barrel strapped to a stock. A small amount of explosive packed into the barrel fires a solid slug or ball of metal. Muskets are easy to construct and maintain, though they are inaccurate at long range in comparison to more modern weapons. The loading process for a musket is time-consuming so the firer must remain stationary to fire. Muskets are very common among Ratskins and Scavvies but they are generally keen to scavenge a better weapon from elsewhere.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-12	12-24	-	-1	3	1	-1	6+

Special: Move or fire



GRENADES

TOX BOMB

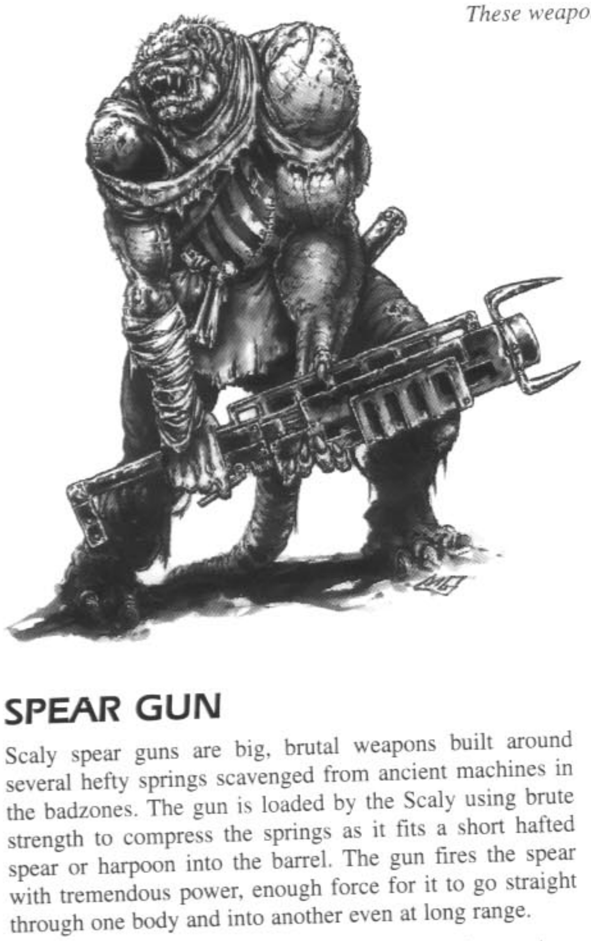
Strength	Damage	Save Mod.	Ammo Roll	Special
4	1	0	Auto	See below

A Tox bomb is basically a sealed pot or flask containing some truly noxious (and lethal) toxic waste collected by Scavvies out in the wastes. When a Tox bomb is thrown it cracks open and the deadly pollutant inside splatters across the target area, forming puddles of corrosive slime and noisome poisonous gas.

The standard Grenade rules apply for throwing a Tox bomb. Place a Tox marker where the bomb lands. Any models within 2" of the marker will be hit on a D6 roll of 4 or more, 6 if they are wearing a respirator (filter plugs alone don't help). Leave the Tox marker in place for the rest of the game. Anyone who subsequently moves within 2" may be hit as above.

SCALY WEAPONS

These weapons may only be used by models with Strength 5 or more.



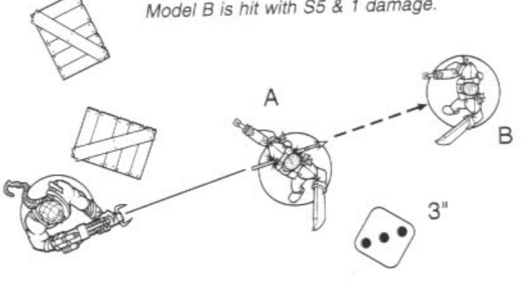
SPEAR GUN

Scaly spear guns are big, brutal weapons built around several hefty springs scavenged from ancient machines in the badzones. The gun is loaded by the Scaly using brute strength to compress the springs as it fits a short hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another even at long range.

If a model is wounded by a spear gun roll a D6 to see how many inches the model is hurled by the force of the hit. If the model hits another one en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier and so on.

Suffice to say that any models knocked off high ledges by a spear gun suffer normal falling damage.

Model A is hit by a spear gun and carried 3" into model B. Model A is hit with S6 & D3 damage. Model B is hit with S5 & 1 damage.



Place a counter next to the model using a spear gun once he fires, as a reminder. The spear gun is unloaded and may not be fired until the model misses its shooting phase to reload it. Note that the model may not run, charge or set overwatch and reload the spear gun, nor may it fight in hand-to-hand combat.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-12	12-24	-	-1	6	D3	-3	6+

Special: See above

SCATTER CANNON

A Scatter cannon is simply an enlarged version of a blunderbuss or Scatter gun with a heavy barrel and a fist-sized bore. The greater weight of shrapnel and explosive charge used in a Scatter cannon increase its range and make it a lot more deadly in the confined conditions of the Underhive. The recoil of a Scatter cannon is so ferocious that only a creature with the massive strength of a Scaly can fire it.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-8	8-16	+3	+1	4	1	-1	6+

Special: 2" Blast marker

DISCUS/THROWING AXE

Scalies sometimes carry huge jagged throwing axes or discus of razor-edged metal. Driven by the powerful muscles of a Scaly these primitive missiles are quite lethal, easily capable of lopping limbs or heads off anyone unfortunate enough to be in their path.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-6	6-12	-	-	5	1	-1	6+

Special: None

SPYRER WEAPONS

Note: Spyrer weapons damaged by the Disarm skill, or anything else for that matter, will automatically repair themselves at the end of the game.

ORRUS BOLT LAUNCHERS

The bolt launchers on an Orrus suit are racks of small rockets mounted on the back of its crusher fists. The power boosts of an Orrus hunting rig can extend the power and burn duration of the rocket's tiny engines, giving them a greater range. They can also increase the power of the warheads and improve the fire control so that salvoes of bolts can be fired.

Special Rules

The Orrus bolt launchers are linked to fire together so they must be fired at the same target and only a single dice is rolled to hit. However, if a hit is scored make two separate rolls to wound.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-8	8-16	+1	0	4	1	-1	2+

MALCADON WEB SPINNER

The spinarets of a Malcadon's web spinner spew out silky threads of gossamer which harden with the strength of steel wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads which it uses to climb vertical surfaces or lower itself down sheer drops.

Special Rules

If a Malcadon hits a model with its web spinner the opposing player must roll a D6 while the Spyrer player rolls two D6 and picks the highest. Both players then add the Strength of their respective models to the score. If the Malcadon's score is lower than the victim's the model is merely pinned by the attack and can attempt to escape pinning as normal if a friendly model is nearby.

If the scores are equal or the Malcadon beats the target's score the model is entangled and effectively goes down. All the normal rules for being down apply, so the model can wriggle 2" in its movement phase and is rolled for in each recovery phase, representing the model having a chance of breaking free or suffering serious injuries from the steely threads. If a model breaks free it still has its full complement of wounds but it suffers the -1 to BS and WS penalty for taking a flesh wound.

If the Malacadon is running, charging or simply not firing in its turn it can use its threads to help it move. This means it can move up or down walkways and platforms even if there is no ladder or lift available. The distance moved up or down is counted against the Malcadon's total movement for the turn and the Malcadon must end its movement on a flat surface, not dangling between two platforms.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-4	4-10	+1	+1	special - see above			2+

YELD LASER GAUNTLETS

The Yeld hunting rig is fitted with heavy gauntlets mounting multiple laser tubes. The gauntlets fire a storm of laser bolts from the Yeld's fists, a deadly attack which has the longest range of any of the Spyrer hunting suits. The power boosts for the Yeld rig make its lasers even more potent, feeding more power to them so they can fire in a sustained mode and increasing their penetrating power.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-10	10-20	+1	-	3	1	-1	2+

JAKARA MONOMOLECULAR SWORD

The monomolecular sword carried by the Jakara is a marvel of molecular engineering. The blade is a living crystalline structure which constantly renews its edge as it is blunted. The sword's edge is only one molecule thick and can slice through any but the densest of matter. As the Jakara's power boosts kick in the sword's edge renews itself more regularly and evenly to make it sharper still.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
Close combat only		-	-	As user +1	1	-1	-

Special: User may parry

NEW EQUIPMENT

ARCHEOTECH

All sorts of ancient technology turns up in the Underhive, from corroded junk dredged out of pollutant pools to shining artefacts unearthed in forgotten treasure domes dating back to the first colonisation. By law, all archeotech must be sold to the Guilders as soon as it's discovered, but odd pieces do find their way to Outlaw trading posts to be sold illegally.

The problem with buying archeotech is that all the well understood or recognisable artefacts are snapped up long before they reach the open market. The remainder is impossible to understand without a lot of examination and experimentation. Often archeotech like this will be a sealed casket or an enigmatic chrome sphere, a mysterious black box or a wafer of shifting crystal. Most people don't dare to mess around with these things so they are sold comparatively cheaply, but you don't know whether you're getting a fine example of lost technologies or an interesting paperweight.

Special Rules

If you decide to buy a piece of archeotech you must give it to a member of your gang so that he can try to puzzle out its secrets. Roll a D6 to find out what happens. You may not transfer the artefact to another fighter once it has been examined – only the person who examined it knows how to make it work.

D6	Result	
1	**Dangerous**	The operator accidentally triggers the device as he's messing about with it. He suffers D6 S2 hits and the archeotech is reduced to a pile of worthless molten slag.
2	**Viewer**	The operator can use the device to view different places, shifting his perspective to almost any point even if it's beyond closed doors and solid walls. If the operator doesn't move, shoot or fight in close combat in a turn he can spot any hidden fighter on the tabletop. If the model is on sentry duty roll a D6 for him each turn: on a roll of 6 he automatically sounds the alarm as he spots the enemy sneaking around. Creative players may well find other uses for this device.
3	**Cutting Beam**	The device can be used to focus a cutting beam of great power on a stationary object. Unfortunately it's useless as a weapon because both the target and the operator have to be perfectly still for the beam to focus, but it makes a good can opener. Against doors, walls, objectives, etc., the device will cause a S6 hit on the first turn of use, increasing to S7 on the second turn, S8 on the third and so on up to S10. The operator can do nothing else while operating the cutting beam.
4	**Lifter**	The device is a sophisticated form of suspensor which can negate or lessen gravity for its bearer, allowing him to float up or down for a limited period. The operator is allowed to move up or down pieces of terrain even if there is no ladder for him to climb up. In addition, he will never suffer damage from falling so he can simply step off a walkway and drop down without harm. The movement is quite slow however, so the movement up or down does count against the model's total movement for the turn.
5	**Holo Projector**	The device functions as a basic holo projector and can be used to make the fighter appear a short distance away from where he really is. This gives the fighter a saving throw of 4, 5 or 6 on a D6 against any hits from shooting, which is not affected by weapon saving throw modifiers. As soon as the saving throw is failed the projector stops working for the rest of the game. Also note that the holo projector is useless against close combat attacks and weapons with a template or blast marker.
6	**Weapon**	The device is a powerful and compact weapon. It is only pistol-sized, but it is as effective as a much larger piece of ordinance. Roll a D6 to find out what it is: 1-2 – Boltgun, 3 – Flamer, 4 – Melta-gun, 5 – Plasma gun, 6 – Grenade launcher with Frag grenades The weapon has the standard profile for a weapon of its type but is small enough to use one-handed so it can be used in close combat as well. However, in close combat only one hit can be scored with the archeotech weapon as it has a slightly delayed recharge time. Because the weapon is compact and self maintaining it can be used by anyone, not just heavies or leaders.

BLADE VENOM

Many of the mutant fungi strains found at the hive bottom are deadly poisonous, such as Widowmaker, Scarlet Feng and Grey Lattice. Some, like the notorious Black Death, have even developed coatings which are lethal to the touch, and can kill creatures that brush against them. The Black Death grows over the victims of its deadly toxins, supplying itself with a ready source of nutrition and a lure for other organisms hunting for carrion.

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. Ratskins are experts in the use of blade venom, but they normally will only use it to kill large and dangerous mutants or other beasts which are almost immune to normal weapons. Other Outlaws are rather less moralistic and will cheerfully coat swords and knives with venom if they think it will give them an edge in combat. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else.

Special Rules

Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to normal swords and knives, not for example, to chainswords or massive swords. Blade venom has two effects:

1 Any hits inflicted with the weapon cause D3 wounds instead of 1.

2 The model using the envenomed weapon suffers a S1 hit for every 1 (fumble) it rolls on its Attack dice.

BOTTLE OF WILD SNAKE

Wild Snake is a rare and potent liquor brewed out in the badzones where it commands a price to match. If they can find some it's not uncommon for an Outlaw gang to get tanked up on Wild Snake before a fight – "Snake Courage" as it's called.

Special Rules

If you send any gangers to look for rare items for trade and you roll a bottle of Wild Snake then you have to buy it, the gangers just can't resist good (or bad) liquor. Fortunately a cunning leader can still use the Wild Snake to instil a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The bottle of Wild Snake is used up and the whole gang's Leadership is increased by +1, up to a maximum of 9. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

ICROTIC SLIME

Icrotic slime is a rare and dangerous Underhive organism – a living transparent blob about the size of a man's fist. A mature slime seeks out a living creature and positions itself on top of the creature's head where it is slowly absorbed through the flesh into the host's brain. As slimes aren't very fast or agile they rely on catching their victims asleep. Whilst they invade their host they protect themselves by releasing psycho-chemical stimulants which seriously affect the host's mind and body. So euphoric is the effect, and so great the sense of power, that the victim makes no attempt to remove the slime.

Once inside the host's brain the slime encycsts and reproduces in the manner of common amoebic parasites. As the amoeba divides it becomes millions of tiny babies, which break out from their shells and begin to consume the host's brain from which they derive vital psychic as well as physical nutrition. Soon the host turns into a gibbering wreck as his brain is consumed from within. Within a couple of hours the pressure of the feeding, growing baby slimes is so great that the victim's skull cracks open and millions of tiny Icrotic Slimes slither out. These are only a millimetre or so across, but they grow quickly by enveloping and digesting increasingly large creatures.

So great is the physical and mental enhancement and general sense of euphoria induced by Icrotic slime that some people use it as a drug. They avoid death either by ensuring there is somebody ready to scrape off the slime at the last minute, or by use of anti-parasite drugs that kill the Icrotic slime before it has a chance to encyst. Once encysted the tough outer shell makes the slime immune to all but physical removal involving major surgery.

The risks of using Icrotic slime are considerable, even using drugs. The efficacy and potency of antidotes vary tremendously, especially in the dangerous, sleazy environments where these are often used. Amongst the wealthy decadent elite who indulge in this practice the risks are less because they can afford good quality antidotes, but even so success is not certain. There are even strains of Icrotic slime that have become immune to the anti-parasite drugs.

Special Rules

Effect. Icrotic slime has a potent effect on the user: the chemicals it releases make him stronger, more agile, improve his reflexes and nullify the effects of shock and trauma so that he can fight on and survive terrible wounds. It is thought these effects are produced in the host to ensure it survives long enough for the slime to reproduce successfully.

At the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

D6 Roll	Result
6	Increase the characteristic by +3 points for the duration of the game.
4-5	Increase the characteristic by +2 points for the duration of the game.
2-3	Increase the characteristic by +1 point for the duration of the game.
1	The characteristic is unaffected.

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is not pinned by shooting attacks.

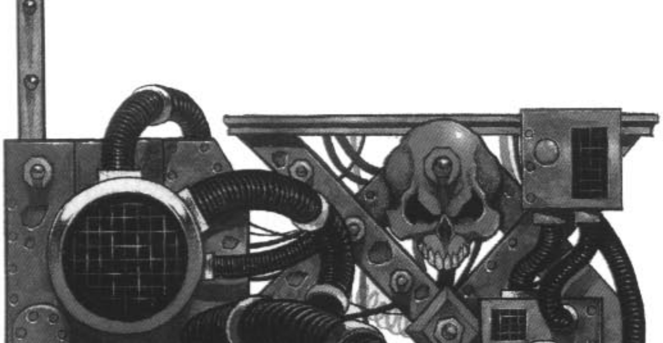
Duration. Icrotic slime has an effect for the whole game, after which it must be removed or the recipient will die. The slime is destroyed by removal so it may only be used once.

Side-effects. Roll 2D6 at the end of the game. If the roll is a 2 the Icrotic slime encysted before the fighter's comrades could remove it and he dies screaming in agony. On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

KALMA

The 'Kalma' result on the Outlaw Trade Table indicates you have contacted an individual who can supply you with Kalma whenever you trade from now on. This means that even though Kalma is listed as a rare item on the price chart you treat it as 'common' once you have rolled it on the Trade Chart.

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well being. Such drugs are often ground up and used in small quantities in food. A tablet of Kalma renders the individual docile and compliant. A Kalmed character can be led about and will remain passive while unattended. Kalma is sometimes used to sedate captives and hostages so that they can be led away quickly and easily from the battle zone.



Special Rules

Effect. The only time Kalma is likely to be used in a game is if the *Rescue* scenario is being played. In this case the defender can choose to feed Kalma to the prisoners, in which case they are treated in the same way as a 'down' model throughout the scenario (ie, they are placed face down and can only move 2" per turn), though they don't make recovery rolls.

Duration. Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 the model recovers from its stupor and may act normally; if the total is 12 or less the model is still affected and grinning beatifically.

Side-effects. There are no long-term side-effects to Kalma.

RAD COUNTER

A rad counter is a piece of technology often found in the form of an amulet or bracelet. It warns of dangerous emissions of radiation which would normally be invisible and undetectable with a change of colour or a loud clicking noise. A fighter equipped with a rad counter can move around the Underhive in greater safety and explore its more heavily contaminated areas by using the rad counter to warn him of the radioactive hot spots.

Special Rules

A fighter equipped with a rad counter can roll 2D6 instead of 1D6 when foraging in the wastes. If a ganger with a rad counter is used to work a Rad Zone territory he can re-roll the dice for the amount of income he collects and will only suffer radiation poisoning on a roll of double 1.

'SLAUGHT

Like Kalma, the ''Slaught' result on the Outlaw Trade Table indicates you have contacted an individual who can usually supply you with 'Slaught whenever you trade from now on. Roll a D6 in each trading session: on a 2-6 'Slaught is available and on a 1 it isn't.

'Slaught is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. 'Slaught enhances an individual's fighting abilities: increasing alertness and speed, apparently slowing down the world by increasing a person's mental awareness. If it weren't for its unfortunate side-effects it would be an ideal combat drug.

Special Rules

Effect. A model may take a dose of 'Slaught before the start of a game. 'Slaught increases the user's Initiative and Weapon Skill by D3 points each; Ballistic Skill isn't affected. When the effects wear off, fighting abilities return to normal.

Duration. Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off, the model collapses in a heap, counting as being pinned, and is no longer under the influence of 'Slaught. Only a single dose of 'Slaught may be taken in a game or the cumulative effects would kill the user.

Side-effects. There are dangers associated with long-term use of 'Slaught. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of 3-12 the drug has no long-term effects (though it may have worn off as noted above), but on a roll of 2 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.

If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term users of 'Slaught are called 'Slaughters. As 'Slaughters get older they become 'Slaughted, and gradually lose mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.

SPOOK

Spook is extracted from certain decayed synthidiet deposits or 'raw Spook'. The decayed synthidiet was dumped many thousands of years ago and stashes are sometimes discovered in the Underhive or ash wastes by Scavvies and Ratskins. The original synthidiet was probably recycled from the bodies of dead hivers in times of food shortages and so may act as a medium for carrying race-memories locked in chemical form or DNA.

Over the millennia the decaying synthidiet was acted upon by the mutant fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose.

Spook enhances any latent psychic awareness in the human mind. Most Spook-induced Wyrds will be devoid of any inherent mental strength (otherwise latent Wyrd powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all its forms, as indeed are many Wyrds.

Special Rules

Effect. A dose of Spook will temporarily give a model a minor Wyrd power. Generate the power by rolling D66 on the Wyrd Minor Powers Table at the start of the game. This may result in a power which is useless on its own, or indeed no power at all – taking Spook is not what you'd call an exact science. Even if the same model takes Spook twice in a row it will not get the same power.

Duration. A single dose of Spook lasts for the duration of the game.

Side-effects. Daemonic attack! See the Wyrd rules for more details of the perils of the warp. Daemonic attack can occur during the game whenever the Spooker uses their power and rolls a 2 or 12 for their Leadership test.

SPUR

Like 'Slaught and Kalma, the 'Spur' result on the Outlaw Trade Table indicates you have contacted an individual who can occasionally supply you with Spur whenever you trade from now on. Roll a D6 in each trading session: on a 4-6 Spur is available and on a 1-3 it isn't.

The name Spur is given to a number of similar stimulants. Spur has some unusual side-effects which discourage most individuals from using it. Taking Spur involves extra risks because not all Spur is the same, and so the potency of any side-effect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However, an old, adulterated or badly made batch may be ineffective.

Special Rules

Effect. A model may take a dose of Spur before the start of a game. Roll a D6 on the table below to determine its effects.

D6 Roll	
6	Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically.
4-5	Increases Movement and Initiative by +3 points, but sensitises the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the Spur lasts.
2-3	Increases Movement and Initiative by +D3 points.
1	Ineffective – the batch is old or bad.

Duration. Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off and the model is no longer under the drug's influence. Only a single dose of Spur may be taken in a game or the cumulative effects would kill the user.

Side-effects. There are no long-term side-effects to Spur.

STINGER MOULD

Stinger mould is a rare and precious fungi that grows in isolated patches out in the badzones. Stinger mould can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores (the stingers it takes its name from) into the air currents. The mould then shrivels and dies.

If the mould is harvested before it matures, its spores can be rendered into a curative paste or compress which vastly stimulates the body's own healing process. The recuperative effects of Stinger mould are renowned amongst surgeons and doctors, and it is heavily harvested in some areas for use in the hive, the Spire and even offworld.

Special Rules

A Stinger mould patch can be used to either:

1 Cure an existing serious injury on a fighter.

2 Re-roll a result on the Serious Injury Table apart from 'Dead', 'Captured' or 'Multiple Injury' results.

The Stinger mould is good for one use only.

SPYRER EQUIPMENT

JAKARA MIRROR SHIELD

The Jakara mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channelled back to its source as a brilliant bolt of heat and light.

Special Rules

The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack which is energy based (laser, plasma or melta) the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits resolve it with the original weapon's profile.

The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90° arc of the user. The shield saving throw is not subject to saving throw modifiers so it will always save on a roll of 4 or more.

YELD WINGS

A Yeld's wings are made out of hundreds of individual plates of metal connected together by micro fibre bundles on an articulated frame. The fibre bundles are activated by brainwaves read directly from the wearer's cortex through a series of conductive filaments. With a little training the wearer can make the wings move and flap at will, enabling him to glide exceptionally well or climb upward somewhat more laboriously. Each of the metal plates is wired with crystalline circuitry so that they can change colour and meld into the wearer's surroundings as part of the Yeld's defences.

Special Rules

The Yeld's wings allow its user to *fly* up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). Since the Yeld's wings allow it to glide well rather than truly fly the Yeld must land at the end of his move. Flying upwards counts as 2" for every 1" moved; flying downwards counts as ½" for every 1" moved.

The chameleonic effect of its wings allows a Yeld to hide even if it is not behind cover, the Yeld simply remains stationary long enough for its outline to disappear completely. In addition to this, the chameleonic effect of the wings makes a Yeld difficult to track at long range. Any shooting attack against a Yeld suffers an additional -1 to hit penalty if the weapon firing is at long range.

TREACHEROUS CONDITIONS

The Underhive is an ever changing environment: sludge flows and sump overspills can turn dry ground into swamp in hours, lighting failures can plunge whole areas of the hive bottom into darkness and the ground can suddenly fall away into a bottomless pit. Worst of all, terrifying hive quakes shake the whole area as the massive structure of the hive above slowly settles on its foundations.

The Treacherous Conditions rules below bring just some of the many dangers of the Underhive into your games of Necromunda. Treacherous conditions can be used in almost all of the scenarios in Campaigns and Outlanders. The one exception we came across is the *Shoot-out* scenario which takes place inside a settlement or a drinking hole, where the only really treacherous conditions are in the kitchens.

Both players can agree not to use treacherous conditions if they want (wimps!), but otherwise they must be rolled for even if only one player wants to use them.

Roll for treacherous conditions after the scenario has been chosen and the terrain has been placed, but before players set up their gangs. The table uses a D66 roll in the same way as the Serious Injuries Chart in Campaigns. Roll two dice: the first roll represents tens and the second units, so a roll of 1 and 5 is 15, 6 and 3 is 63 and so on.

Ratskins

Ratskin Scouts and Ratskin Renegades are immune to all the effects of treacherous conditions. Ratskins are born and bred in the dangers of the Underhive so they learn how to avoid them or die at a very early age.

11-16: BUBBLING SLIME

Something extremely nasty has bubbled up from the Sump...

11 Sea of Goo

A thick layer of stinking black slime covers the entire tabletop. Models have to wade through this disgusting gunge if they want to reach another gantry or walkway and moving is extremely difficult in this glutinous slime. Movement is restricted to 2" per turn when wading. Models can't double their movement by running or charging in the goo, as the disgusting stuff is too thick to move through fast. Gantries and walkways aren't slimy so models on them aren't affected by this rule.

12 Sludgy Surface

A thin layer of luminous green slime covers the tabletop. Models may move as normal, but if they double their movement by running or charging in these conditions they must roll equal to or under their Initiative on a D6 or they will slip over and count as being pinned. Gantries and walkways aren't slimy so models on them aren't affected by this rule.

13 Slimy Film

The whole area is covered with a horrible thin film of slime but it is nothing more than an annoyance. Continue the fight as normal.

14 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once a huge gunk tank of some kind but has long since been drained. Carry on with your fight as normal.

15 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once... Oh dear, it's filling up! Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew up the disgusting slime. Models get gunked on a 1, 2 or 3 and count as being pinned at the start of the game, they may also fall if they're within 1" of the edge of a structure or walkway. Just roll once for each model to see whether they are 'gunked', from then on the slime has no effect. Models that attempt to use tunnels or vents to sneak around the opposition must roll a D6 each: on a roll of 1, 2 or 3 they are driven back from the gunk tank by rising slime and do not fight in the game at all.

16 Pit of Despair

The entire level of the tabletop is covered with a seemingly bottomless layer of sludge. The whole game must be fought on the higher levels, though any models that fall from gantries and walkways onto the tabletop will not suffer any damage as their fall is cushioned by the sludge. Unfortunately the model must also roll equal to or under their Strength on a D6 at the start of each of their turns. If they succeed they can move at 2" per turn to the nearest gantry and climb out. If they fail the model is automatically swallowed and suffocates in the thick sludge (gloop!). Any equipment or weapons carried by models drowned in the slime is lost.

21-26: HIGH WINDS

Your fight is taking place near an intersection of gigantic air tunnels that feed cleaner air around the hive. Large domes can also generate their own micro-climates which create powerful air vortices in the right conditions. These swirling winds can make conditions on the gantries and walkways extremely dangerous.

21 Howling Winds

The winds are so powerful that no-one will climb onto a gantry or walkway. The game must take place entirely on the tabletop where there is more shelter. Players may not use vents to work their way around their opponent in howling winds.

22 Blustery Conditions

Shooting is extremely difficult in such blustery conditions, especially at long range. Anyone firing a weapon at long range suffers an extra -1 to hit penalty. Because of the difficulties in holding a bead on their target models may not use the shooting skills *Fast Shot, Rapid Fire* or *Marksman.*

23 Steady Air Flow

It's windy, but hardened gang fighters are used to such difficult conditions and can fight on as normal.

24 Fans Down

The gigantic fans that drive the air around the wind tunnels are either switched off or just not working at present. Continue your fight as normal.

25 Blown Away!

Winds are high today, making high walkways and gantries dangerous. Any model on a gantry or connecting walkway or on the top level of any structure must roll equal to or under their Strength on a D6 at the beginning of each of their turns to remain standing. If the roll is failed the model is pinned and may fall if it is within 1" of the edge of a structure or walkway.

26 Hang onto Your Hoods!

Powerful, blustery winds make shooting especially difficult. Models shooting at short range suffer an extra -1 to hit penalty and models shooting at long range suffer a -2 to hit penalty. Because of the difficulties in holding a bead on their target models may not use the shooting skills *Fast Shot, Rapid Fire* or *Marksman.*

31-36: TOXIC FOG

The Underhive is an extremely unhealthy place to live. The mixture of heavy industry, squalid living conditions and fumes from the Sump combine to create clouds of noxious fog that drift around the Underhive. As well as being nasty to inhale, toxic fog hampers vision, particularly at long range, masking fighters behind rolling clouds of vapour.

Models that don't have respirators or filter plugs may be poisoned by toxic fog and unable to fight. Roll a D6 for each model without such protection before set-up: on a 1 the model may not fight in the game but is still able to collect income, invent and so forth afterwards.

31 Pea Souper

Billowing clouds of greeny-yellow fog drift through the Underhive. Vision range is reduced to a maximum of 10". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot, Rapid Fire* or *Marksman.*

32 Thick Fog

Clouds of fog make the going tough while you're fighting in the Underhive. Vision range is reduced to a maximum of 16". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot, Rapid Fire* or *Marksman.*

33 Fight On

The fog clears for a while enabling you to continue your fight as normal.

34 Conditions Normal

The fog has drifted to another section of the Underhive and won't affect your fight.

35 Patchy Clouds

Drifting fog hampers your fight. Vision range is reduced to a maximum of 20". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot, Rapid Fire* or *Marksman.*

36 Charge!

Both gangs were ready for a scrap but a thick orange fog descended a couple of hours ago. Both gangs are about to retreat when the fog suddenly lifts. One gang takes advantage of the situation by quickly advancing on the enemy.

Both players take a Leadership test on 2D6 for their leaders. The player who passes by the most may set up his models again, now within 12" of the table edge and automatically gets the first turn. Re-roll in the case of a draw. If both players fail their tests, they miss their chance to take advantage of the situation and proceed with the game as normal.

41-46: BAD LIGHT

The Underhive is a dark and dingy place at the best of times, and the variable lighting conditions can affect the fighting. Models equipped with infra-red goggles and sights are unaffected by bad light. Models with photo-visors or contacts can see at double the maximum vision ranges in bad light.

41 Pitch Black

This section of the Underhive is so badly lit that visibility for shooting is down to a maximum of 8". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot, Rapid Fire* or *Marksman.*

42 Grim Darkness

This badly lit area means targets are only visible within 16". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot, Rapid Fire* or *Marksman.*

43 Gloomy

You can see well enough to fight on as normal.

44 Shadowy

The lighting is poor, but you fight on as normal.

45 12 O'clock High

Extremely bright lights shine from one side of the battleground. Models that are facing into this light when they shoot will suffer an extra -1 to hit penalty. Roll a D6 to randomly determine which is the brightly lit table edge.

46 Long Shadows

Plenty of hiding places amongst the long shadows enables all players to run and hide in the same turn.

51-56: SWARMS

The Underhive is a prime breeding ground for all sorts of nasty life-forms: insects and rats do particularly well in the squalid conditions. Underhive fighters are used to avoiding or killing dangerous creatures most of the time, but some areas are literally teeming with life. Beastmaster Wyrds are never affected by Swarms.

51 Carrion Bats

Clouds of carrion bats fly through the area at the start of the game. They whirl around fighters' heads making all but the most hardened duck and flinch. Roll a Leadership test for each model once they have been set up. If a model fails the test it is pinned at the start of the game and may fall if it is within 1" of the edge of a structure or walkway.

52 Plague of Flies

There are so many flies swarming through the air and crawling over the gangers that it makes it difficult to concentrate and see other targets. All models shooting suffer a -1 to hit penalty for the whole game. The distraction caused by the flies also means that models may not use the shooting skills *Fast Shot, Rapid Fire* or *Marksman.*

53 Cockroaches

A carpet of scuttling red cockroaches covers the ground, but they don't affect the fight.

54 All Clear

There's nothing nasty in the area. Continue the fight.

55 Rats

Hordes of rats charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and also give you a nasty bite. This is especially annoying when you're in hand-to-hand combat. Any models in hand-to-hand combat must count rolls of 1 and 2 on their Attack dice as fumbles. The distraction caused by the rats also means that models may not use the shooting skills *Fast Shot, Rapid Fire* or *Marksman.*

56 Big Rats!

These are mean and nasty. Thankfully there are not as many of them as there are of the smaller ones. Each player rolls a D6 for each of their models. On a roll of 1 the model gets attacked by a rat and suffers an automatic flesh wound. Reduce the model's BS and WS by 1 for the duration of the game.

61-66: SPECIAL CONDITIONS

Some of the most dangerous hive conditions occur quite rarely, making them all the more deadly because fighters aren't ready for them.

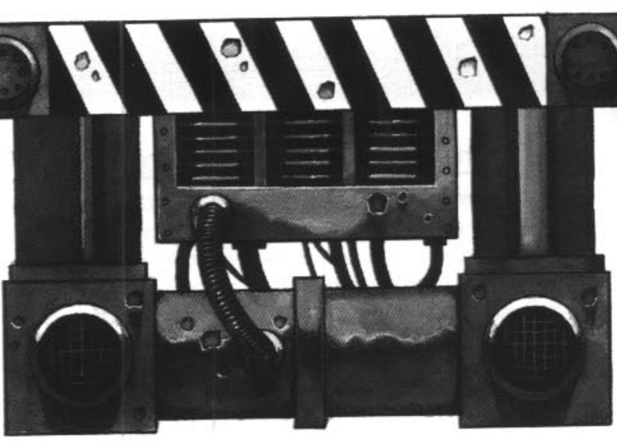
61 Acid Rain

This isn't ordinary rain that's slightly acidic, but pure acid falling from a broken silo many levels above. Roll a D6 for any models out in the open at the start of the game. On a roll of 1 the model is burned by acid and must pass a Leadership test or go out of action. However, all models that fight on valiantly are left with 'Impressive Scars' as described in the *Injuries* section of Campaigns. The acid rain slows to a trickle as the game begins and has no further effect on play.

62 Methane Gas

Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them.

Any model in cover who shoots and rolls a 1 on their dice to hit sets off a gas pocket, which promptly explodes with the same effect as a Frag grenade centred on the firing model. Models out in the open will not trigger gas pockets.



63 Choking Gas

Noxious, sulphurous clouds of gas rising from waste chemicals pervade this area, making fighters choke and cough. Both players roll a D6 for each model at the start of the game. If the roll beats their Toughness (models with respirators or filter plugs get a re-roll) the model has been affected by noxious gas and stumbles around in a daze fighting to remain conscious. Roll the Scatter dice to determine which way they stumble. Each model affected stumbles D3", if they fall they suffer damage as usual. Once the bullets start flying fighters recover their wits sufficiently to ignore the gas so it has no further effect once the game is under way.

64 Ash Layer

A thick layer of choking ash and clinker from the forges above covers the tabletop. The ash layer counts as difficult ground and restricts movement on the tabletop to half its normal value. Structures, walkways and gantries are clear so they are unaffected.

65 Massive Electrical Discharge

The gigantic hives on Necromunda have to be well protected from external weather conditions. Lightning poses a big threat as raging storms that can last for weeks circle the hives. Huge lightning conductors on the exterior of the hive feed the lightning efficiently through the higher levels. Unfortunately this is not always the case in the lower levels of the hive where the lightning becomes less controlled and finds its own way to ground.

Roll a D6 for each model once both gangs have set up. On a roll of a 1 the model is hit by a huge electrical discharge that arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits inflicting 1 wound each.

66 Hive Quake!

The Underhive is an unstable place and many gang fighters end their careers under piles of falling rubble. After set-up each player rolls a D6 for each of their models. On a roll of a 1 the model is buried under a pile of rubble and goes out of action immediately! What's more, a hive quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this make a second treacherous conditions roll once the hive quake itself has been resolved.

LEADERSHIP OF THE GANG

SLAIN LEADERS

If the leader of a gang is slain, the gang fighter with the next highest Leadership characteristic takes over the gang, and gains the *Leadership* skill along with any other special rules and Equipment lists available to the old leader. This means that fighters within 6" can use his Leadership characteristic for Leadership tests and the leader can try to escape from pinning even while alone. If there is more than one gang fighter eligible to assume command, the gang fighter with the most Experience points assumes leadership of the gang.

LEADERSHIP CHALLENGES

During a campaign it is possible for members of a gang to end up with a higher Leadership characteristic than the gang leader. Naturally this will cause friction within the gang as the upcoming fighter will start winning more and more support from the other gang fighters because he always seems to have the best ideas and the smartest plans.

The gang risks being irrevocably split if it has to fight while leadership is uncertain – the fighters will not know who to follow and risk arguing amongst themselves at the worst possible time. This will soon bring about a leadership dispute as the old leader strives to keep the gang together and confronts his potential usurper, or else the young blood makes his play for leadership and challenges the old leader to fight for his position.

In the case of a challenge, roll a D6 to determine the outcome of the dispute.

D6	Result
1-2	Both contenders must fight it out in hand-to-hand combat before the gang. They may only use knives and must wear no armour. The first contender to go down or out of action is the loser. The winner assumes leadership. A defeated contender has no alternative but to accept the victor as leader. The contest must be actually fought out as a hand-to-hand combat, preferably with another player rolling dice for the old leader or his would-be usurper.
3-4	As above, except that the matter is resolved as a shoot-out between the two rivals. Both contenders are allowed to use any and all weapons that they possess.
5-6	The potential new leader is utterly loyal to the old leader and remains his trusted henchman. He will never challenge for the leadership again.

Notes

Van Saar gangs treat a roll of 1-2 as a roll of 3-4 instead.

Goliath gangs and Ratskin Renegades treat a roll of 3-4 as a roll of 1-2 instead.

Redemptionists treat all results as 5-6.

DEFEATED USURPERS

If the challenging gang fighter is defeated by the old leader he can be dealt with as the leader sees fit. The defeated gang fighter will not challenge for leadership again until he gets another Leadership characteristic increase. Some ireful leaders are inclined to sell challengers into slavery or give them swimming lessons in the sludge sea and other unpleasantness, but this is far less common than you might think (honest).

OUSTED LEADER

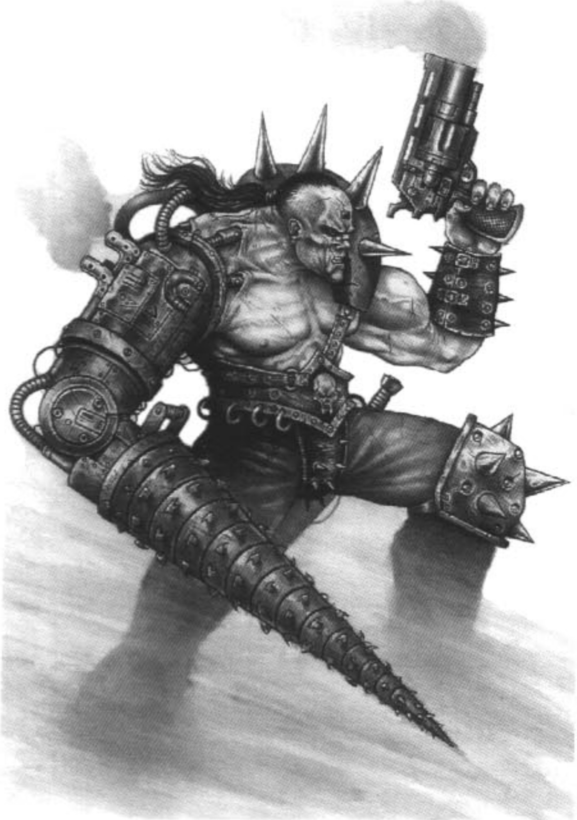
If a gang fighter defeats the old gang leader, he will replace him as leader of the gang and the old leader will be ousted. The new leader gains the *Leadership* skill, while the old leader loses it. Roll a D6 to determine the reaction of the ousted leader.

D6	Result
1	The ousted leader slinks away from the gang and disappears forever.
2-4	The embittered old leader deserts the gang and becomes a Hired Gun. The old leader's hire fee is one fifth (20%) of his total cost plus Experience points.
5-6	The ousted gang leader accepts he has been beaten by the better man and becomes utterly loyal to the new leader. He will never challenge the new leader for leadership of the gang again.

HIRED GUNS

This section introduces some new Hired Guns: Pit Slaves, the psychic Wyrds and a selection of special characters, all of whom will fight for a fistful of credits, no questions asked.

PIT SLAVES



Pit slaves are the unfortunates that end up being sold to the Guilders by gangs or Watchmen and are kept in the Underhive to work in mines, as pack slaves or as pit fighters. Some are dangerous criminals who deserve nothing better, others have just been unlucky enough to have kin that couldn't raise a ransom when they got dragged off by some unfriendly gang.

The Guilders usually 'modify' their new acquisitions for whatever tasks they have in mind for them: arms are lopped off and replaced with rock drills or buzz saws for those going to the mines, pack slaves get hooks and claws instead of hands and feet for better grip and pit fighters can end up like some nightmare mannikin of steel and flesh. The slaves are implanted with ownership studs to show that they're the legal property of a Guilder and set to work for the rest of their lives.

A few pit slaves, the toughest and most determined ones, escape by stealth, accidents or by killing their guards. Escaped pit slaves are wanted by the law in theory, and if they go strolling down main street they'll get caught. But the Watchmen don't go out of their way looking for every slave that takes a hike and most pit slaves wind up running with the gangs.

RECRUITING PIT SLAVES

Outlaw gangs will find escaped pit slaves at any Outlaw trade post, often pit fighting for themselves to earn a few credits. Other gangs may well come across escaped slaves in the wastes or near holesteads where they try to find some sympathy and a little food.

Any gang can hire pit slaves, though there may be a risk of being outlawed if they are reported to the Watchmen. If a player wants to hire a pit slave he must pay the standard hire fee, which is 10 credits. A gang can have any number of pit slaves. The profile and skills for a pit slave are worked out after they are hired.

For purposes of calculating the gang rating each slave has a value of 50 (ie, his hire fee of 10x5).

PIT SLAVE PROFILE

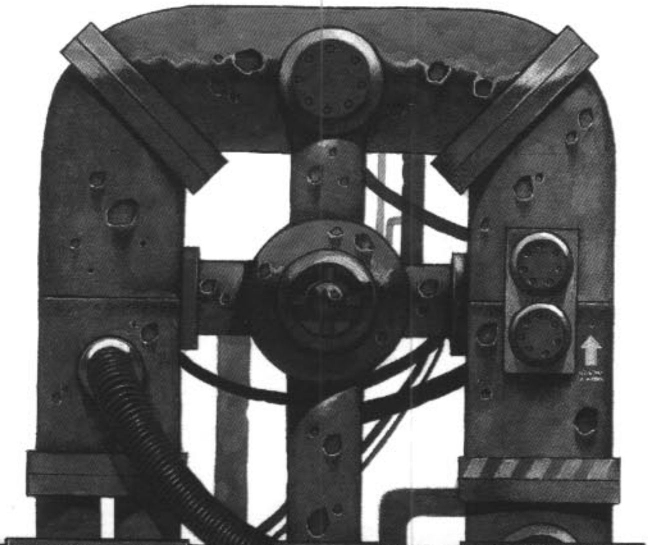
M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

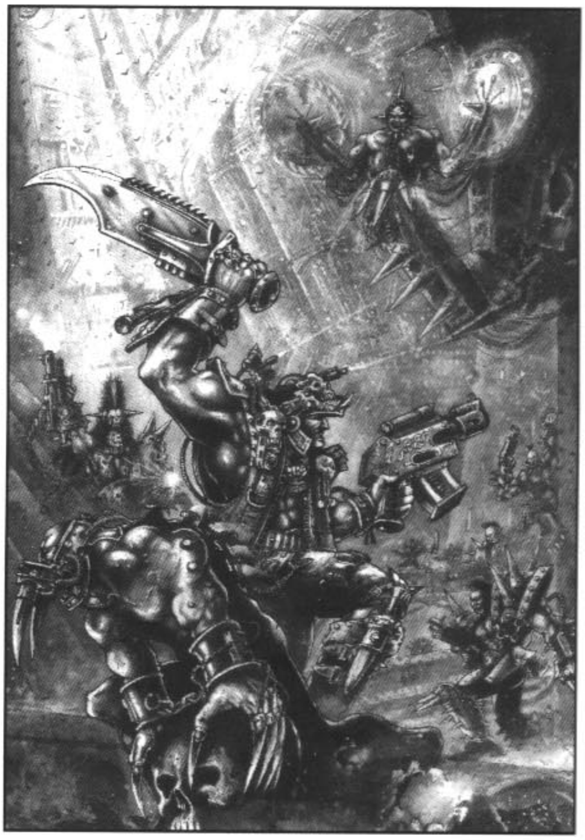
Pit slaves are likely to have picked up some skills and gained superior characteristic values before or during their enslavement. This is worked out after the pit slave is recruited. The basic characteristic level is shown above. In addition to this the pit slave will have a number of 'advances'.

PIT SLAVE ADVANCES

A pit slave has four 'advances' which are either bonuses on his profile or skills. Roll a D6 four times and consult the table below, noting down the increases and skills as you go along. A pit slave may not improve any characteristic by more than +2; if an increase is rolled for the third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another. Note that a pit slave's Strength and Toughness characteristics can exceed the normal human maximums of 4 – this is because their crude cybernetic adaptations can give them superhuman durability and strength.

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Attack
3-4	Roll a further D6: 1-3: +1 Strength 4-6: +1 Toughness
5	Roll a further D6: 1-2: +1 Wound 3-4: +1 Initiative 5-6: +1 Leadership
6	Roll a further D6: 1: Dodge (Agility skill) 2: Iron Jaw (Muscle skill) 3: True Grit (Ferocity skill) 4: Infiltration (Stealth skill) 5: Parry (Combat skill) 6: Hurl Opponent (Muscle skill)





PIT SLAVE WEAPONS

Pit slaves fight with their own built-in weapons as described below, plus they usually carry a pistol which they have stolen or traded from somewhere. Pit slaves cannot buy or use other weaponry or equipment (they spend all their money on good food, chrome polish and other half-forgotten luxuries).

Pit slaves are armed with one of the following weapons.

Rock drill
Claw
Shears
Chainsaw
Buzz saw
Hammer

Pit slaves are also armed with one of the following pistols.

Stub gun with dum-dum bullets
Autopistol
Laspistol

Note that pit slaves may be fitted with numerous minor grafted-on parts – reinforcing rods and plates, metal feet or hands, camera eyes and so on. These have no direct function as weapons and are partially accounted for in the Pit Slave Advance Chart.

WYRDS

Wyrds are individuals with raw, untutored and very varied mental powers. In fact a significant proportion of Necromundans, maybe as high as 10% or so, have minor abilities which they don't even consider to be psychic mutations – they may be 'lucky' at cards, for example, or very good at 'guessing' what is on another person's mind, but only so that others think that they were born lucky or are very perceptive rather than mutants. Wyrds have far more effective powers than this, but they are still very different from the highly trained psykers of the Adeptus Astra Telepathica. This is because Wyrds almost always develop their abilities in an undisciplined, self-taught way.

The powers displayed by Wyrds are highly varied, and it is extremely rare for two Wyrds to have exactly the same abilities. This being said, it is possible to divide Wyrds into a number of very broad types. For example, a significant proportion of Wyrds are telepaths, whose powers allow them to affect the mind of another person. However, the way this power manifests itself varies from one telepathic Wyrd to the next: some can take control of another person's mind, others can induce terrifying mental illusions, and so forth. This situation is made even more complex because most Wyrds have one or more additional minor powers.

Wyrds that can hide their powers are fairly safe in the hive proper, although there is always a small risk of discovery. Sometimes as a Wyrd grows older and more confident in their abilities they will start to flaunt their superhuman abilities. Few Wyrds truly appreciate the danger they are in when they reveal their powers in this way and many are either burnt as a witch or warlock, or captured by the Scholastica Psykana because they over-estimate their own abilities. For this reason many Wyrds choose to live in the Underhive, where for the most part mutants are tolerated so long as they are not grossly mutated or afflicted with a dangerous power. Those Wyrds whose powers become impossible to hide have no choice but to escape to the Underhive or face almost certain death or capture.

RECRUITING WYRDS

Once in the Underhive, Wyrds are forced to rely on their powers in order to survive. Some Wyrds use their powers to help others, especially those who have purely beneficial abilities that allow them to heal physical injuries or help those in mental turmoil. These individuals are often harboured and protected by Underhive communities who value their powers and respect their wisdom. More often than not, however, a Wyrd that is forced to live in the Underhive will follow a more practical and mercenary path and offer his services to the highest bidder. Although hiring a known psyker is a felony on Necromunda, there are many who are willing to take the risk in order to gain the services of one of these powerful individuals. In any case, many Outlaw gangs are happy to employ Wyrds as they have nothing to lose by breaking the law again.

Any gang except Spyrers and Redemptionists can hire a Wyrd, though there is an increased chance of being outlawed if this is reported to the Watchmen. If a player wants to hire a Wyrd he must pay a hire fee of 25 credits.

A gang can hire no more than one Wyrd at a time. Wyrds belong to one of four basic types: Telekinetic, Pyro, Telepath and Beastmaster. A player is allowed to choose what type of Wyrd he wants, but the exact powers are only worked out after the Wyrd is hired.

For purposes of calculating the gang rating a Wyrd has a value of 125 (ie, his hire fee of 25x5).

WYRD PROFILE

All Wyrds have the following profile, no matter what their type. In addition, the Wyrd will have a number of powers as explained later on.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	4	1	7

Wyrds are not noted for their ability as fighters, preferring to rely on their mental powers instead. Nonetheless, no-one travels in the Underhive unarmed, and so Wyrds may be armed with up to two weapons from the following list:

Stub gun with dum-dum bullets
Autopistol
Laspistol
Sword
Axe
Chain or flail
Club, maul or bludgeon

WYRD POWERS

A Wyrd has one 'primary' power and one 'minor' power which are generated randomly on the table below. The Primary Power Table that is used depends on the Wyrd's type: telepathic Wyrds roll on the Telepathic Primary Power Table, Pyro's roll on the Pyromaniac Primary Power Table and so on.

USING WYRD POWERS

It requires intense concentration and inner calm for a Wyrd to use one of his powers, not always easy in the middle of an Underhive firefight! In order to use one of his powers the Wyrd must first roll equal to or under his Leadership on 2D6. If this test is failed the Wyrd's concentration has been broken and he may not use a power that turn. If the test is passed the power may be used as described below. Note that a Wyrd may not attempt to use more than one power per player turn.

Wyrd powers are subject to the usual targeting restrictions just as if they were shooting attacks, so the Wyrd must normally attack the closest enemy. This is because even telepathic Wyrds find that only the minds of their closest opponents stand out with any clarity; those further away blur and merge into one another in a confusing swirl.

PERILS OF THE WARP

Although most Wyrds are only dimly aware of the fact, in order to use their mental powers they draw deeply on the power of an alternate realm of pure energy called the warp. This is a risky and very dangerous thing to do, for the warp is inhabited by those strange and unearthly creatures that are known to humanity as daemons. If one of these creatures is nearby when a Wyrd draws on the energies of the warp to use one of his mental powers it will often attack the Wyrd, attempt to possess him or draw him into the warp to be dealt with at the daemon's leisure. Under such circumstances the Wyrd has to quickly cut his mental link with the warp or suffer a fate far worse than death…

In order to represent the chance of a daemonic attack, if a Wyrd rolls a 2 or a 12 when he takes the Leadership test in order to use his powers then he must roll a D6 on the Perils of the Warp Table below. Note that on a roll of 2 the Wyrd is allowed to use the power he was testing for before rolling on the Perils of the Warp Table.

PERILS OF THE WARP TABLE

D6	Result
1	**Drawn into the Warp.** Unless the Wyrd can roll equal to or under his Initiative he is drawn into the warp and never seen again! Remove his model from the table. If the Wyrd is lost then other models within 2" must roll equal to or under their Initiative or they will be drawn into the warp as well.
2-3	**Possessed.** The Wyrd must make a Leadership test on 2D6. If the roll is equal to or less than the Wyrd's leadership he manages to mentally fight off the daemon that is attempting to possess him, but cannot do anything other than defend himself in hand-to-hand combat for the remainder of this turn. If he rolls over his Leadership he has been possessed by the daemon. See the rules for Possession, below.
4-6	**Attacked.** The Daemon uses its powers to attempt to fry the Wyrd's brain! The Wyrd suffers 1 automatic hit at D6 Strength, with no armour save allowed.

DAEMONIC POSSESSION

A Wyrd who is possessed has had his body completely taken over by a daemonic warp entity. The ferocious energy of the creature will quickly burn up the frail mortal body of the Wyrd, but before it does so the daemon will go on the rampage and attempt to cause as much death and destruction as possible!

A possessed Wyrd moves in each player's turn. Carry out his move and attacks before moving any other models. The Wyrd will move 2D6" in a direction chosen by the player whose turn is not taking place. The Wyrd may enter close combat if the player moving him desires.

If the Wyrd is not engaged in close combat he will unleash a bolt of warp energy at the nearest model he can see. The energy bolt hits on a roll of 2+ and causes a Strength 6 hit with no armour save allowed, normal to hit modifiers for cover, etc., apply. If the Wyrd is engaged in close combat he fights normally, but his Weapon Skill, Strength and Attacks are all tripled (this means that normally he will have Weapon Skill 6, Strength 9 and 3 attacks!).

Roll for damage against the Wyrd normally. However, he ignores pinning and any 'flesh wounds and 'down' results on the Injury Table. If a player takes him out of action, roll immediately on the Serious Injuries Chart. Only a 'Dead' result will banish the daemon back to the warp and kill the Wyrd. On any other roll the Wyrd gets straight back up again and is completely unaffected!

If by some miracle a fighter manages to kill a possessed Wyrd they earn a bonus 20 Experience points. If the fighter is a Redemptionist this is doubled to 40 Experience points.

Fortunately for both gangs involved in the battle the daemon will quickly burn up the energy reserves for the Wyrd's fragile mortal body. Roll a D6 for the Wyrd at the end of each player's turn. On a roll of 1 the Wyrd's body finally burns up and the daemon is forced to return to the warp. Remove the Wyrd's model from the battlefield – all that is left is a charred skeleton amidst a pile of ashes!

Finally, a possessed Wyrd makes all other models test for *fear* – and quite right too!

BEASTMASTER PRIMARY POWER TABLE

Unlike other Wyrds a Beastmaster's primary power is not generated randomly. Instead, the Beastmaster will be accompanied by D3 creatures chosen from the following list.

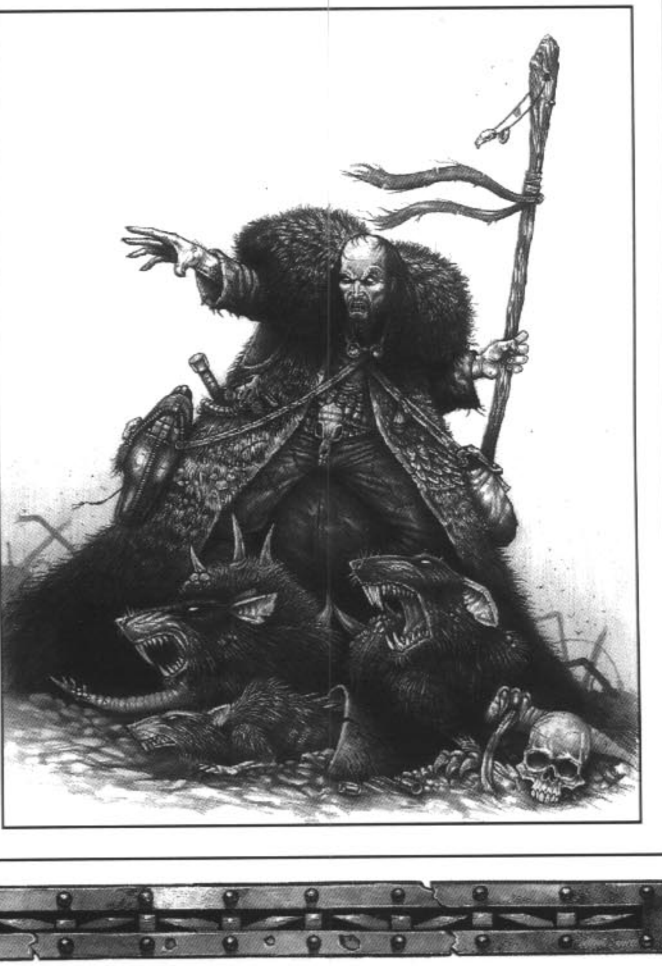
Giant Rats

Milliasaurs

Ripper Jacks

Further details of these creatures can be found in the *Underhive Bestiary* section of this book. The number of 'pets' a Beastmaster has changes constantly so you should re-roll the D3 to see how many creatures accompany the Beastmaster at the start of each and every battle.

The creatures under the Beastmaster's control must remain within 16" of him at all times. As long as they do so then they can use his Leadership characteristic for any Leadership tests they have to take. If they ever end a movement phase more than 16" from the Beastmaster, or if the Beastmaster goes out of action, they are removed from play, as it is assumed that they have scampered off down a nearby crack or hole.



PYROMANIAC PRIMARY POWER TABLE (Roll a D6)

1 Molten Man

The Pyro can make his body white hot so that anything that comes near him is quickly burnt to a crisp.

The Wyrd may attempt to cause this to happen at any time during one of his turns and the effects will last for all of the rest of his turn and all of the opponent's turn too. While the Pyro's body is white hot he becomes completely immune to attacks made by any type of flamer, or by melta-guns, multi-meltas and Melta bombs. He also receives an unmodified 4+ save against any other form of attack. Any opponent fighting a white hot Pyro in hand-to-hand combat suffers an automatic Strength 8 hit with a -4 save modifier at the start of each and every round of combat. In addition, any close combat weapons that hit the Pyro are destroyed if he makes his special 4+ saving throw.

2 Spontaneous Combustion

The Pyro is able to cause an enemy's body to suddenly catch fire and burn up!

The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works pick the nearest enemy model in sight within 12" of the Pyro. The victim must take a Leadership test on 2D6. If they roll equal to or under their Leadership they survive the attack unscathed, but are pinned. If they roll over their Leadership then they spontaneously combust, suffering D3 wounds with no armour save allowed.

3 Fireball

The Pyro is able to create a ball of flame out of thin air. He may attempt to create the fireball in sight within 24" instead of attacking normally in the shooting phase. If the power works the fireball should be represented by a 1½" circular template (like the one used for heavy plasma gun shots). Any model fully under the template is hit automatically, while those partially under the template are hit on a 4+. Models hit by a fireball suffer damage exactly as if they had been hit by a flamer (ie, they suffer a S4 hit with a -2 save modifier and may catch fire).

4 Wall of Flame

The Pyro can generate a barrier of flame several metres long.

The Pyro may attempt to produce the wall of flame at any time during one of his turns and it will last for all of the rest of his turn and all of the opponent's turn too. If the power works the wall of flame is represented by a piece of string or card, 18" in length, laid in a straight line so that no part of it is further than 24" from the Pyro and at least part of it is in his line of sight. The line must always be placed on ground level – it can't climb walls or continue halfway up a building!

Any models crossed by the string must be moved up to 1" by the owning player so that they are out of the way, representing the models diving for cover! As long as the wall of flame remains in play no model may shoot or move across it. Note that as flames and smoke are assumed to go straight up to the ceiling the wall of flame can't be crossed at any level. The Pyro can choose to 'turn off' the wall of flame at the end of any of his turns.

5 Flame Blast

The Pyro is able to generate a bolt of flame that springs from his pointed finger. The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works it creates a bolt of flame exactly as if the Pyro were armed with a flamer, except that the Pyro's attack never runs out of ammunition or malfunctions! Simply place the flamer template so that the narrow end is touching the Pyro model, and then resolve the attack in the same way as a flamer attack.

6 Melta

The Pyro is able to agitate the molecules of anything he concentrates on, creating a deadly microwave effect similar to that produced by a melta-gun or multi-melta. Although the Pyro's attack is less reliable than either of these weapons, it is potentially even more destructive.

The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works he may use it against the nearest enemy target he can see up to a range of 24". Roll the Artillery dice to see whether the attack hits (the one marked with 2, 4, 6, 8, 10 and a misfire symbol). If a number is rolled the attack hits with a Strength equal to the roll of the dice, causing D3 wounds and with a -4 save modifier. If a misfire is rolled the attack makes the target break out in a hot flush which will pin the target but has no other effect.

TELEPATH PRIMARY POWER TABLE (Roll a D6)

1 Mind Control

The Telepath is able to take control of another person's mind, forcing them to do what he desires. Although the victim will not act in a suicidal manner, they will carry out almost any other action no matter how depraved or evil.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to take over the mind of any single enemy model within 24". He does not need a line of sight, but he does have to pick the closest target. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and fights off the mental assault, but is pinned.

If the roll is greater than the model's Leadership it is taken over by the Telepath who may decide what the model will do for the rest of the turn (ie, he can decide where it moves, who it shoots at, etc.). At the end of the turn the model returns to normal. Remember that the model is not allowed to act suicidally, so you can't make it jump off a ledge or shoot itself, etc. This calls for a certain amount of common sense on the part of the players – if you find that you can't act sensibly and are constantly arguing about what is a suicidal action or not, then re-roll this power and use another!

2 Terrify

The Telepath is able to conjure up terrifying mental illusions of an opponent's very worst fear.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to conjure illusions in the mind of any single enemy model within 24". The target need not to be in sight, but does have to be the closest target. The victim is automatically broken (no Leadership roll is taken) and must flee 2D6" to cover as described in the *Leadership* section of the Rules. The model must recover its nerve using the normal rules.

3 Invisibility

The Telepath is able to affect an opponent's mind so that he only sees what the Telepath wants him to see.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may affect the mind of the closest enemy model within 24" even if they are out of sight of the Wyrd. The victim is unable to see any members of the gang that the Telepath belongs to! He is not allowed to make any shooting attacks, and if engaged in hand-to-hand combat his score is halved (rounding fractions down). If the model was in overwatch then he must come out of it. If the victim is a sentry he has no chance of raising the alarm. At the end of the turn the victim returns to normal.

4 Mental Assault

The Telepath is able to launch a deadly mental assault which can cause a victim to drop dead from a stroke. The Telepath may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the mind of the nearest enemy model within 24" even if they are out of sight. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and the attack has no effect. If the roll is greater than the model's Leadership it suffers a single wound with no armour saving throw allowed.

5 Hallucinations

The Telepath is able to affect an opponent's mind and conjure up horrible hallucinations.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may place a 2" blast marker (like the one used for Frag grenades) over the nearest enemy model within 24" even if they are out of sight. Any models fully under the template are affected exactly as if they had inhaled gas from a Hallucinogen grenade, while models partially under the template will be affected on a roll of 4+. Roll immediately on the Hallucination Table in the Rules to see how any affected models behave for the rest of the turn. Note that the blast marker is removed after the attack has been made – it is not left in play like a blast marker for a Hallucinogen gas grenade.

6 Mental Strength

The Telepath is able to enhance either his own or a companion's physical abilities by drawing on the hidden resources of the mind.

The Telepath may attempt to use this power at any time during his own turn. If the power works he may affect either his own mind or the mind of any single friendly model within 24". The model chosen immediately has one of the following characteristics increased by D3 points up to a maximum of 10 (the player may choose which is affected): Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative or Attacks. The model's characteristics remain at this higher level for the remainder of this turn and all of the opponent's turn, and then return to normal.

TELEKINETIC PRIMARY POWER TABLE (Roll a D6)

1 Assail

The Wyrd is able to batter an opponent with a succession of mental blows as if from an invisible assailant.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". The normal targeting rules apply. The player can move the victim D3" in any direction, even into hand-to-hand combat, onto blast markers or over a ledge (provided the terrain doesn't entirely block movement) and choose its facing.

2 Hail Storm

The Wyrd is able to use his telekinetic powers to gather together some of the detritus that litters the Underhive floor such as rubble or shards of metal, and then hurl them against an opponent.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack as if he were armed with a ranged weapon with the characteristics shown below. Note that the attack hits automatically, but that the normal targeting rules apply. If a jam is rolled on the Sustained Fire dice then no hits are scored, but the Wyrd doesn't need to make any kind of Ammo roll! Roll the Strength for each hit caused by the attack separately.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save Mod.	AP
12	24	Always Hits		D6	1	-1	NA

Special: Sustained fire – 1 dice

3 Crush

The Wyrd is able to use his telekinetic powers to crush the life out of a victim.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". Roll 2D6 for the Wyrd, and 1D6 plus the model's Strength for the victim. If the victim's score is equal to or higher than the Wyrd's, then the attack has no effect. If the Wyrd's score is higher then 1 wound is inflicted on the victim per point of difference between the two scores (eg, Wyrd scores 8, victim scores 6 equals 2 wounds for the victim). Armour saves may be taken as normal.

4 Force Field

The Wyrd is able to generate a force field to protect himself and nearby companions. Unlike most Wyrd powers the force field may be used any number of times per turn. If the Wyrd or any friendly model within 2" of him suffers damage, then the Wyrd can attempt to use his force field as a special form of armour saving throw. The Wyrd must take a Leadership test to see whether he is able to activate the power. If he does then any damage is saved. If he fails the test then the damage is inflicted as normal. Note that armour save modifiers do not apply.

5 Displacement

The Wyrd is able to transport a single friendly model across the battlefield. The affected model is swathed in energy and disappears, reappearing seconds later at its new location.

The Wyrd can attempt to use this power in his own movement phase instead of making a normal move. If the power works he can move either himself or a friendly model that he can see up to 3D6", ignoring intervening models or any other obstacles or scenery, and moving up or down levels if desired. This move is made instead of the model's normal move. Displacement may be used to move into hand-to-hand combat, in which case the model counts as charging.

6 Fists of Fury

The Wyrd is able to turn his fists in deadly weapons encased in glowing mental energy that can punch through the thickest armour.

A Wyrd with this power adds +1 to his Attacks characteristic and has his Weapon Skill increased by D3 points permanently (this is not a mental power, it simply represents the fact that a Wyrd with this ability will have honed his skill at hand-to-hand combat to a higher level). The Wyrd can attempt to use this power at the start of any hand-to-hand combat phase. If he succeeds he is treated as being armed with hand-to-hand combat weapons with the characteristics shown below. If he fails then he must use his normal strength instead. Note that if the Wyrd attempts to use this power and fails then he must still fight with his bare hands – he is not allowed to use any hand-to-hand combat weapons he may be armed with.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save Mod.	AP
Close combat only				8	1	-5	NA

Special: Close combat

WYRD MINOR POWER TABLE

11-16 NONE

The Wyrd does not have a minor power at all and must rely only on his primary power.

21 "YOU CAN FLY..."

The Wyrd may attempt to use this power instead of attacking normally in the shooting phase of his turn. If the power works he may affect the mind of any single enemy model he can see within 16" and that is also within 1" of the edge of a walkway or structure. The unfortunate target attempts to prove they can fly by jumping over the edge of the ledge! Sadly, their delusion is short-lived as they plummet to the ground, suffering damage for falling as described in the Rules.

22 FLOAT

The Wyrd is allowed to attempt to use this power at any time during his movement phase. If the power works either the Wyrd or one friendly model within 12" can move as if they had a grav-chute (see the Rules).

23 WEAPON JINX

The Wyrd can attempt to use this power if an enemy model makes a ranged attack at him. If the power works then the attacking model must make an Ammo roll for the weapon used no matter what it rolled to hit.

24 FEARFUL AURA

The Wyrd causes *fear* as described in the Rules. This power always works – the Wyrd does not have to take a Leadership test to create the aura.

25 FREEZE TIME

The Wyrd can freeze time while he carries on moving. To other models it appears that the Wyrd is able to move incredibly quickly. The Wyrd may attempt to use this power just before he moves. If the power works he may add D6" to his basic move, which can then be doubled for running or charging as normal. In addition the Wyrd can attempt to use this power if he is involved in a fast draw. If it works he always fires first!

26 NULLIFY POWER

The Wyrd can attempt to use this power if an enemy Wyrd that is in sight and within 24" succeeds in making a Leadership test to use a power. If *Nullify Power* works then the enemy Wyrd's power is negated and cannot be used this turn.

31 BANSHEE HOWL

The Wyrd can attempt to use this power at any time against an enemy model it can see within 24" that is in overwatch. If the power works it distracts the model and knocks it out of overwatch.

32 JOG TRIGGER FINGER

The Wyrd may attempt to use this power instead of attacking in his own turn. If the power works he may target the closest enemy model that is in sight and within 24". The victim accidentally fires one weapon he is holding (decide randomly if there is any confusion). Roll the Scatter dice to see what direction the shot goes off in. The closest model along this line of fire (at any height level) may be hit. Roll to hit and wound normally, just as if the victim had fired the shot on purpose! If there are no models along the line of fire the shot automatically misses, but make a to hit roll anyway in case an Ammo roll is required.

33 TRIP UP

The Wyrd can attempt to use this power if he is charged by an enemy model. If the power works the enemy model is tripped up 1" away from the Wyrd, and is treated as being pinned at that point.

34 SENSE PRESENCE

The Wyrd can sense the presence of any enemy model that is within 12", even if the Wyrd couldn't normally see them. This power always works – the Wyrd does not have to take a Leadership test to sense an opponent's presence. This means that enemy models can't hide from the Wyrd, and if he is on sentry duty in a *Raid* scenario he will always spot enemy models that are within 12" in his turn.

35 SPIDER MAN

The Wyrd is able to generate a telekinetic energy field around his hands and feet which lets him climb up walls and flat surfaces. The Wyrd may attempt to use this power just before he moves. If it works he can climb any surface as if there were a ladder there.

36 ZEN SHOOTIST

The Wyrd concentrates his mind so that he becomes one with any ranged weapon he uses. The Wyrd may use this power just before he makes a shooting attack. If the power works then he will automatically hit any target that he can see and which is within the weapon range. Even though no to hit roll is needed you should still make one in case an Ammo roll is required.

41 WALK THROUGH WALLS

The Wyrd is able to make a small rent in the fabric of reality which allows him to walk through walls and other obstacles. The Wyrd may attempt to use this power just before he moves. If the power works he may walk through walls or other obstacles less than 1" thick that he encounters as he moves. The Wyrd may use this power to drop through a floor, but he will fall down to the level below if he does so and may be hurt.

WYRD MINOR POWER TABLE

42 CHAMELEON

The Wyrd can attempt to use this power after he has moved. If the power works he counts as hiding even if he is in the open. The power works for the remainder of the turn and all of the next turn. The normal hiding restrictions apply to *Chameleon* so the power may not be used if the Wyrd ran or charged that turn and the Wyrd will still be revealed if he shoots a weapon.

43 MIRROR IMAGE

The Wyrd can use this power if he wants to break from hand-to-hand combat. If the power works he is able to create a mirror image of himself which so confuses his opponent that the Wyrd can break from the combat without being hit.

44 THROW VOICE

The Wyrd can use this power if he can see a friendly pinned model that is on its own at the start of the move. Normally this model would not be allowed to recover from pinning, but if the Wyrd succeeds in throwing his voice the model may attempt to do so, just as if there were a friendly model within 2".

45 BANG-FLASH

The Wyrd can attempt to produce a small ball of glowing kinetic energy. He can throw the energy ball, which explodes with a blinding flash when it hits. The Wyrd can attempt to use this power instead of making a shooting attack. If the power works he may make an attack exactly as if he were throwing a Photon Flash flare (see the Rules).

46 LUCKY AURA

The Wyrd is simply very, very lucky. Once per turn the Wyrd can force a re-roll of one dice roll that affected the Wyrd directly. For example, he could force an opponent to re-roll to hit if the opponent were firing at the Wyrd, but not if the opponent were firing at another model in the same gang as the Wyrd. The Wyrd must accept the result of the re-roll, even if it is worse than the first roll! This power always works – the Wyrd does not have to take a Leadership test to create the aura.

51 HEALING HANDS

The Wyrd can attempt to use this power upon a friend who is down if he is in base-to-base contact with them in the recovery phase. If the power works the fighter automatically recovers to a flesh wound and doesn't have to make a Recovery roll this turn. If it fails the wounded fighter must roll to recover normally.

52 REMOVE PAIN

A Wyrd with this power can attempt to use it on any gang fighters who will miss the battle because of an old war wound. If the power works the fighter can take part in the battle normally. The Wyrd can attempt to help any number of gang fighters in this way, but must make a separate Leadership roll for each. If he became possessed while attempting this, he is assumed to have killed the person he was trying to help and then burnt up!

53 CAUSE PAIN

A Wyrd with this power can attempt to use it instead of making a shooting attack. If the power works he may choose the closest enemy model that is in sight and within 24". If the victim has one or more old war wounds then they immediately go out of action as an old wound suddenly flares up. Remove the model from play but don't roll on the Serious Injury Table for them after the battle. If the victim doesn't have an old war wound, then this power has no effect on them.

54 STOP BLEEDING

The Wyrd can attempt to use this power upon a friend who has suffered one or more flesh wounds if he is in base-to-base contact with them in the recovery phase. If the power works all the flesh wounds are healed immediately, restoring lost points of Weapon Skill and Ballistic skill.

55 PRECOGNITION

The Wyrd is able to see dimly into the future, and can often warn the gang leader if he is heading into trouble. If the Wyrd is a member of a gang then the player can force the result rolled on the Scenario Table to be re-rolled. He must accept the result of the second roll, even if the first was better. If both gangs involved in the scenario have Precog's then they cancel each other out and nobody gets a re-roll. This power always works – the Wyrd does not have to take a Leadership test to use this power.

56 CANNOT BE POSSESSED

This Wyrd is immensely strong-willed and cannot be possessed by daemons. Treat any 'Possessed' results on the Perils of the Warp Table as having no effect. This power always works – the Wyrd does not have to take a Leadership test to use it.

61-65 MULTIPLE MINOR POWERS

The Wyrd has D3+1 (ie, 2-4) minor powers rather than just one. Roll for each power on this table, re-rolling any duplicates or rolls of 11-16 or 61-65.

66 EXTRA PRIMARY POWER

The Wyrd has an extra primary power. Roll this on the Wyrd's Primary Power Table, re-rolling if you duplicate a primary power you have already rolled for the Wyrd. If a Beastmaster Wyrd gets an extra primary power he can control a greater number of creatures than usual. Roll a D6 instead of a D3 for the number of creatures the Beastmaster brings along to a battle.

SPECIAL CHARACTERS

The Special Characters section represents a number of the more famous and infamous individuals of the Underhive. Special characters fighting in gangs are assumed to drift in and out of the gang's territory quite frequently, helping out the gang in exchange for a cut of the spoils or to advance some scheme of their own.

Special characters are different from Hired Guns because their skills and characteristics are pre-set. This gives you an opportunity to buy individuals into your gang who have known capabilities. This means you can either improve one of the gang's specialities, like close combat or long range shooting, or alternatively make up for their particular shortcomings.

Like Hired Guns special characters don't count as part of the gang for purposes of collecting income or living expenses. A player can't buy extra weapons or equipment for a special character, nor beg, borrow or steal any of the character's equipment for members of his own gang. Special characters don't earn Experience points and they won't gain any additional skills or characteristic increases.

FINDING THEM

During any trading session a leader can try to seek out a special character with a view to persuading them to help their gang. Roll 2D6, and pay out the number rolled in credits for free drinks, bribes and other backhanders in the search. If the number rolled was a double (same number on both dice) the character proves impossible to find during this trading session. On any other result the character hears of the gang's interest and checks them out before making contact – most of them are being sought by somebody for bounty or revenge at the very least. The character will then demand a down-payment before they fight alongside the gang for the first time, and then another payment after each game they fight in, including the first.

PAYMENT

Special characters require special payment. This varies a lot from one individual to another and is listed amongst their characteristics. Mostly they will demand a random number of credits after each game, D6x10 or 4D6 or whatever. This amount must be paid before the character fights for the gang, and after each fight he or she participates in after the first. If the gang is unable to pay the amount demanded the character won't fight in the next game, but will still be available in the future. Some of the characters will also have special demands which are listed separately.

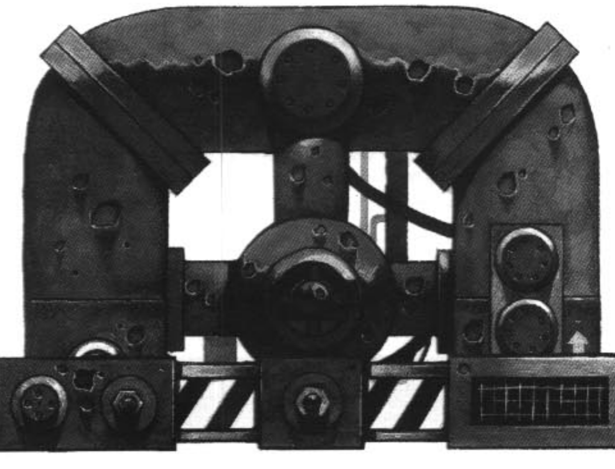
MENTORS

A special character will sometimes help a gang for free if they are going up against a particularly tough opponent. For one reason or another the special character has been taking an interest in the gang's progress and every now and then he will lend them a helping hand without asking for payment in return. Gangs don't have to find a Mentor first, the Mentor finds them.

If you have a painted model of a special character you are allowed to roll at the start of a scenario to see whether he will provide you with free help in the battle. You may only roll once per scenario to see whether a special character will help your gang out, not once for each painted special character model you have in your collection! However, special characters will not help anybody in this way; each special character has a list of gang types he has an affinity for and may be willing to help – if you're not on the list he (or she) won't help you even for money. In addition, a special character will only help a gang out if they are seriously in trouble and likely to get their heads kicked in during the coming battle, which in game terms means that they will only help gangs that are at least 500 point underdogs for a scenario.

Refer to the table below to find the D6 roll required to gain free assistance from the special character. Note that you must be the underdog to roll on the table. If you fail to roll the required number or greater then the special character doesn't help your gang out (although you can pay him to fight in the normal way). If you roll equal to or greater than the required number then the special character will help you in this scenario for free.

Difference In Gang Rating	D6 Roll
0-499	Will Not Help
500-749	6+
750-999	5+
1,000 or more	4+



THE ARCH ZEALOT OF THE REDEMPTION

The Arch Zealot is one of the most famous and feared of all the Redemptor Priests in the Underhive. He is a mystic and a prophet for the Redemptionist cause, leading a solitary, hermit-like existence in the Underhive. He wanders constantly from place to place, preaching to Redemptionists and whipping them up into a state of intolerant fury which almost invariably ends at the very least in a lynching, and more often than not in wholesale slaughter and genocide.

His views are considered to be rather – erm – extreme even by his fellow priests, and some say that he should be banished from the Redemption cause altogether. The Arch Zealot denounces all who voice such opinions as weak-willed traitors, and such is his following amongst the common mass of Redemptionists that those who argue against him either quickly recant or are lynched by an angry mob whipped into a frenzy of blood lust by one of the Arch Zealot's rabble-rousing speeches.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	5	2	4	1	9

WEAPONS:	Flamer, stub gun, massive sword.
ARMOUR:	Mesh armour (worn under his robes).
SKILLS:	*Parry* (Combat skill), *Jump Back* (Agility skill), *Nerves of Steel* (Ferocity skill).
WARGEAR:	Fuel canister (see special rules below).
PSYCHOLOGY:	The Arch Zealot is immune to all psychology tests except for *hatred,* as the Arch Zealot hates everybody!
ALLEGIANCE:	The Arch Zealot will only work for House Cawdor gangs or Redemptionist crusades.
RATING:	The Arch Zealot increases the gang rating by +325 points.
PAYMENT:	D6x10
BOUNTY:	There is a bounty of 325 credits on the Arch Zealot's head.

SPECIAL RULES

Fuel Canister. The Arch Zealot's flamer is extremely well-maintained and benefits from the huge canister of fuel on his back. Therefore it never runs out of ammunition and will never malfunction.

Rabble-Rouser. Any gang that includes the Arch Zealot will have been worked into a foaming blood lust before the battle by one of his famous speeches. The fighters will never give up and won't stop fighting unless the Arch Zealot tells them to. This means that the gang never has to make any Bottle rolls and can only bottle out voluntarily.

KING REDWART THE MAGNIFICENT

King Redwart is a Scavvy king who is slowly but surely building a fearsome reputation in the Underhive. He is called 'the magnificent' not because of the way he dresses but because of the size of his paunch and his impressive collection of scars and missing extremities, such things being considered extremely prestigious by Scavvies. This aside, Redwart has proved himself to be a resourceful, cunning and quite exceptionally brutal leader, all of which have helped to enhance and increase his reputation.

At present the number of Scavvy bands that King Redwart commands are limited to only a dozen or so, but new gangs are joining his entourage all the time. In Girder Falls, the settlement that has suffered most heavily from raids by Redwart's growing army, there is a growing sense of fear and unease, and a feeling that something really needs to be done about Redwart before he gets powerful enough to cause major trouble.

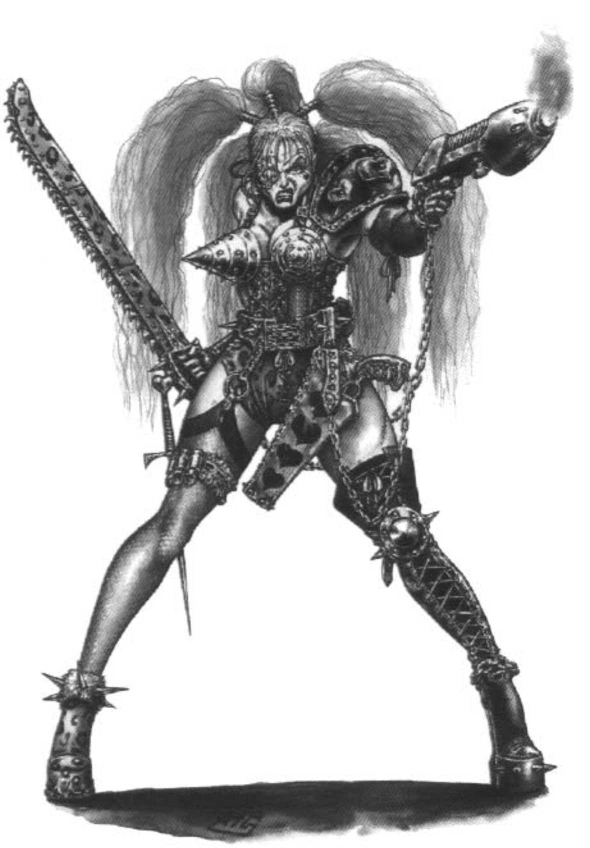
M	WS	BS	S	T	W	I	A	Ld
4	5	4	4	4	2	5	2	9

WEAPONS:	Autopistol, staff (treat as club).
ARMOUR:	None.
SKILLS:	*Iron Will* (Ferocity skill).
WARGEAR:	None.
PSYCHOLOGY:	None.
ALLEGIANCE:	King Redwart will only work for Scavvy gangs.
RATING:	King Redwart increases the gang rating by +195 points.
PAYMENT:	D6x5
BOUNTY:	There is a bounty of 195 credits on King Redwart's head.

SPECIAL RULES

Scavvy King. If King Redwart is part of a gang then he effectively takes over as the gang leader for the scenario. This means that any gang fighters within 6" of King Redwart can use his Leadership when they take Leadership-based tests, and that any Bottle rolls are taken using Redwart's Leadership instead of the normal gang leader's. If Redwart goes down or out of action the original gang leader takes over once more.

Owe Allegiance. Any Scavvy gang that uses King Redwart in a scenario owes him their allegiance. The gang has effectively accepted Redwart as their king, and must obey his royal commands in future (or get into serious trouble if they don't…). This only comes into play if you are participating in a campaign run by an Arbitrator (see later). Cunning Arbitrators can use this rule to create special scenarios of their own devising, either to send Scavvy gangs off on interesting or dangerous missions, or to launch huge



Scavvy raids against settlements, or whatever else takes their fancy. Of course, a gang might choose not to obey one of Redwart's commands, in which case a Scavvy civil war would break out between Redwart's loyal supporters and the renegades.

MAD DONNA

"Mad" Donna was once D'onne Ulanti, twelfth daughter of old Sylvanus, patriarch of the Noble House Ulanti up in the Spire. Sylvanus wanted to keep her pure for a convenient political marriage sometime, so he kept her locked up in a needle-thin tower on the outside of the spire. Some say Sylvanus used to slip in there and torment her, others say that it was living amidst the unroofed skies that drove her crazy in the end.

Whatever it was, her character defects only became apparent when she first met her husband-to-be, Count Ko'Iron, over a dinner of exotic offworld foods, crystal goblets and gold-spun plates. They got as far as the fourth course alright before D'onne tenderly reached across and gouged the count's eye out with a silver fish fork. While the count lay screaming (and she gouged out his other eye) the guards burst in, but they didn't know who to shoot so sweet D'onne shot them both with the count's pistol.

After that D'onne escaped Ulanti palace somehow in the confusion and just kept going down through the hive until she hit the bottom. An Escher gang down by Glory Hole took her in for a while and her career as a gang fighter began with them. She soon got a reputation for craziness and carved up a lot of people who got in her way, including skinning a Goliath she caught once and clawing her own eye out when she was drunk and a barkeep told her she was pretty.

Eventually Mad Donna drifted away from the Eschers and ran with the Outlaws around the White Wastes for a while before leading a gang of Orlocks to Dead Man's Hole to scav for archeotech. Only Mad Donna came back and people started thinking she was either blessed or cursed after that. She disappeared again when a lot of Bounty Hunters showed up looking for her and was last heard of in Two Tunnels with the Bounty Boys still hot on her trail.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	3	3	2	5	1	9

WEAPONS:	Plasma pistol, laspistol and chainsword.
ARMOUR:	None.
SKILLS:	*Impetuous* and *Killer Reputation* (Ferocity skills), *Dodge* and *Leap* (Agility skills).
WARGEAR:	Bionic eye.
PSYCHOLOGY:	Mad Donna is subject to the psychology rules for *frenzy* and *hates* all Spyrers.
ALLEGIANCE:	Mad Donna will join any gang except Goliaths, Spyrers, Scavvies or Redemptionists.
RATING:	Mad Donna increases the gang's rating by +225.
PAYMENT:	D6x10. On a roll of 1 Mad Donna will not fight in the next game but will rejoin the gang after that.
BOUNTY:	The bounty on Mad Donna is 225 credits.

SPECIAL RULES

Psycho-Bitch. All the stories about Mad Donna dwell at great length on what a sadistic, homicidal maniac she was and the truly horrible things she did to her enemies. If Mad Donna takes an opposing model down or out in hand-to-hand combat and there is no-one else within her follow-up move distance (which is 4" because of her *Impetuous* skill), leave the unfortunate victim down in base-to-base contact with her.

In this and each subsequent hand-to-hand combat phase roll on the Serious Injury Chart for the victim and apply the result immediately, unless it's a 61 to 66. In the latter case Mad Donna loses interest and makes her follow-up move anyway. If Mad Donna starts her turn with an enemy model within charge distance or having been pinned she can make a Leadership test on 2D6. If she passes she will abandon her victim and continue fighting.

Hunted. Because of her activities uphive, Donna was always a hunted woman, and mostly kept out of sight by sticking with obscure and little known gangs. To represent this roll a D6 before any game in which Mad Donna is on one side. On a roll of 6 the opposing gang gets a free Bounty Hunter joining them for the duration of the game, even if they already have a Bounty Hunter in the gang. If the gang with Donna in it has a higher gang rating than their opponents by 500 points or more, add +1 to the dice roll; by 1,000 or more add +2 to the dice roll.

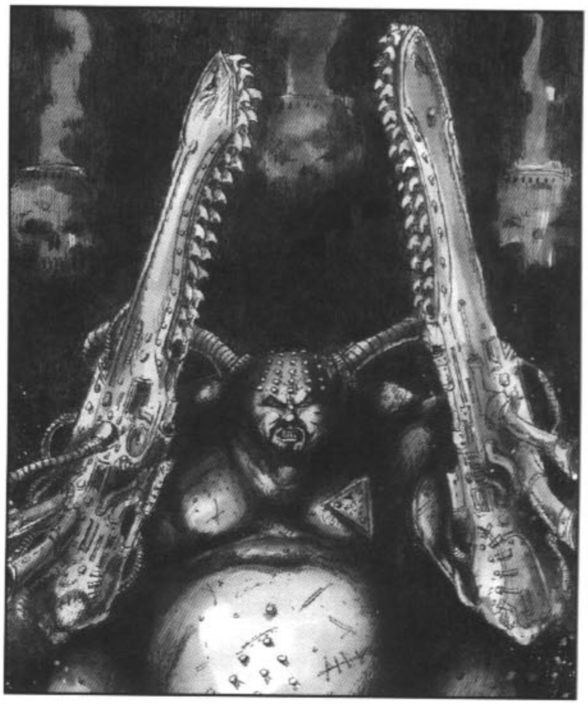
BULL GORG

Bull Gorg was a famous pit fighter who led the greatest slave revolt the Underhive has ever seen. At the head of an army of ex-slaves he captured the settlement of Dead End Pass and charged tolls on the traffic that passed through the town. Bull Gorg also outlawed slavery in the settlement, and freed the prisoners in any slave trains that passed through. This angered the powerful Guilders that ran the slave trains, and they sent an army of cut-throats and renegades to attack the town. A traitor opened the settlement's gate, and the Guilders' 'army' sacked Dead End Pass, leaving the streets running red with blood. Bull Gorg was captured and executed as a common criminal, his head stuck upon a spike and displayed as a warning against any that might challenge the Guilders' power.

And yet… Rumours persist that Bull Gorg's execution was staged by the Guilders, and that Bull Gorg himself escaped and stalks the Underhive to this day. Such stories are told only in whispers, for those that repeat them too loudly quickly draw the attention of the Guilders and either disappear or suffer a fatal accident. Still, the stories continue, and now most Underhivers believe that Bull Gorg is not only still alive, but that one day he will return to Dead End Pass at the head of another army.

M	WS	BS	S	T	W	I	A	Ld
4	7	3	4	4	3	6	3	9

WEAPONS:	Two turbo chainswords.
ARMOUR:	Bull Gorg is protected by a refractor field which provides an unmodified saving throw of 5 or 6 on a D6.
SKILLS:	*Body Slam* and *Iron Jaw* (Muscle Skills), *Killer Reputation* (Ferocity Skill) and *Combat Master* (Combat Skill).
WARGEAR:	Bull Gorg is armed with a pair of specially built turbo chainswords. These are treated exactly like chainswords, but have their Strength and save modifier increased by 1 point each (ie, to S5 and a -2 save modifier). Note that because Bull Gorg has two swords he gets two parries.
PSYCHOLOGY:	Bull Gorg *hates* all Guilders and anybody working for them.



ALLEGIANCE:	Bull Gorg will join any gang except Spyrers and Redemptionists, as long as they are not working for the Merchant Guild at the time (eg, he will not join a gang if their next scenario is *Caravan* and they will be defending the Guilders).
RATING:	Bull Gorg increases the gang rating by +375 points.
PAYMENT:	D6x15, but will work for free when attacking in the *Caravan* scenario.
BOUNTY:	There is no bounty on Bull Gorg (after all, the Guilders have already executed him…).

SPECIAL RULES

Freedom Fighter. Bull Gorg hates slavery. If any prisoners are taken by the gang he is fighting for he will not allow them to be sold into slavery. Any captured gang fighters that are neither ransomed or exchanged will be exiled to another hive. They will not be able to rejoin their gang, but as they were not sold into slavery their captors do not get any credits for them either!

Pit Slave Hero. Pit slaves regard Bull Gorg as a hero and the man who will eventually lead them to freedom. They will not attack him in any way, and he will not attack them either. This does not stop Bull Gorg and opposing pit slaves from attacking other members of the other gang, they will just not harm each other. In addition, any pit slaves on the same side as Bull Gorg can use his Leadership characteristic when they take any Leadership tests as long as he is not down or out of action.

BRAKAR – THE AVENGER, HE THAT RAINS DEATH

Where Brakar came from and how he ended up near to death in an isolated, misbegotten tunnel in the Underhive, nobody knows, least of all Brakar himself. If he had not been found by the members of a Ratskin tribe he would certainly have died from the horrendous head injuries he had suffered. The Ratskins took the injured man in and nursed him slowly back to health. Brakar made a full physical recovery, but it was as if all the memories of his previous life had been wiped clean. He could speak, and he could operate the massive heavy stubber that had been found at his side with a deadly, practised ease, but he could not remember where he came from or who he was.

The Ratskins that had taken Brakar in were attacked by a well-armed Van Saar gang soon after he had recovered. Brakar was away when the Van Saar attacked, and he returned to find them picking over the bodies of the Ratskins. Brakar drove the Van Saar off single-handed, killing over half their number with short, efficient bursts of fire from his heavy stubber. He now stalks the wilderness areas of the Underhive like a ghost, helping Ratskin bands that need his assistance, and bringing retribution to any that attack the Ratskins without good cause. The Ratskins have named him Brakar after their god of war and revenge, because of his extraordinary skill in combat, and because of the uncanny way he appears in times of need.

M	WS	BS	S	T	W	I	A	Ld
4	4	6	4	4	2	3	1	8

WEAPONS:	Heavy stubber, bolt pistol, knife.
ARMOUR:	None.
SKILLS:	*Armourer, Weaponsmith* (Techno skills), *Rapid Fire - Bolt Pistol* (Shooting Skill), *Ambush, Dive, Infiltration* (Stealth skills).
WARGEAR:	None.
PSYCHOLOGY:	None.
ALLEGIANCE:	Brakar will only work with Ratskin gangs.
RATING:	Brakar increases the gang rating by +330 points.
PAYMENT:	Brakar does not work for money. He will only help a gang as a Mentor.
BOUNTY:	There is a bounty of 330 credits on Brakar's head.

SPECIAL RULES

The Avenger. As noted above, Brakar does not work for money and can only be included in a Ratskin Renegade band as a Mentor. In addition, Brakar will not help Ratskin Renegades if they are fighting against other Ratskin Renegades.

KARLOTH VALOIS

Karloth Valois is one of the many who fled into the Underhive to conceal some dark and terrible secret. In Karloth's case it was that he was a Wyrd, a human with latent psychic talents. Flashes of precognition gave him constant nightmares, the thoughts and feelings of others pounded against his consciousness like surf against the shore. Unable to endure the cacophony of Hive City, he fled into the dark fastness of the hive bottom and headed into the wastes, as far from others as he could get.

Alone amidst the crawling horror of the badzones he soon weakened and almost died many times. At the last, as Karloth foraged for a few miserable morsels of food, he was pursued by relentless Plague Zombies, a pack of shambolic cadavers hungry for his flesh. Karloth ran until his feeble body could carry him no further and the foul creatures set upon him, worrying at his flesh like dogs. Karloth could sense the dim, sluggish minds of his devourers, their thoughts made jagged by instinct but still simpler than a child's.

Fired by the strength of desperation Karloth drove the monsters back with an effort of will, quelling their murderous instincts so that they stood passively by. He lay there, crippled and helpless with the Zombies all about him as the dreaded zombie plague they carried ate into his brain. Hours passed but somehow Karloth clung to the slender thread of his life force by draining what little will remained to the Zombies so that he could maintain his own existence. In time the plague abated and Karloth found that he still lived, after a fashion.

Somehow Karloth's powers were strangely affected by the neurone plague. He was able to bend the Plague Zombies to his will within a limited distance, firing their hunger or sharpening their wariness as he desired. He could drain the life energy of others and absorb it into himself, and he knew that this was his only useful means of sustenance. Most of all Karloth had sensed the fate death would bring; endless ennui, horrible torments and incessant terror. He vowed that death would never take him.

Karloth took to a wandering existence in the wastes, preying on the living where he could and using the Plague Zombies to protect himself from his enemies or to get what he wanted. His reputation grew and he became feared throughout the Underhive as a soul-thief and life taker. Gangs made unholy pacts with him to gain his help and his Zombie hordes became a real threat. It was whispered that the Gods of Darkness favoured Valois and people became afraid of his very name. But the brethren of the Redemption flocked to the Underhive to test their faith against such an arch-devil in human form, and their flamers drove him deeper into the pit.

The hunt for Karloth Valois forms an epic in its own right. Everywhere he turned he was betrayed or driven away, such was the fear others felt of him or the Redemption, or both. For a time he escaped into the poison pools and refuse of the Scavvies but the fanatics of the Redemption found him even there. The red-robed priests pursued Karloth to the very edge of the Abyss before he turned at bay and fought

MG

for his life. The Zombies and brethren fought a great battle over the spider-haunted depths, the flames lighting the darkness as they cut through rank upon rank of the rotting dead. Karloth feasted on their lives and left them as shrivelled husks, but the priests came on with the zeal of madmen and no Zombie could stop them. To evade them and avoid a heretic's fate Karloth cast himself over the brink into the mile-deep abyss below, shrieking his defiance of death.

Though the Redemption searched for weeks no trace was ever found of Karloth Valois' body. Underhivers knew they were mad to try, for nothing can ever be found in the Abyss unless it wants to be.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	3	4	1	9

WEAPONS:	Autopistol with red-dot laser sight, Witch Staff (see below), knife.
ARMOUR:	Flak armour (6+ save, 5+ vs blast marker weapons).
SKILLS:	*Sneak Up* and *Infiltrate* (Stealth skills).
WARGEAR:	Black Crown (see below).
ALLEGIANCE:	Karloth Valois will join any gang except Cawdor, Spyrers or Redemptionists.
RATING:	Karloth Valois increases the gang's rating by +250.
PAYMENT:	Karloth will demand D6x10 credits payment, plus any fighters captured in the fight. The opposing gang may still attempt a *Rescue* mission to save their captured comrades, otherwise they're Zombie bait. If Karloth is present in a gang he can summon Plague Zombies at a cost of 10 credits for each D6+1 Zombies. This cost is in addition to his payment.
BOUNTY:	The bounty on Karloth Valois is 250 credits. Fighting alongside Karloth Valois gives a -3 penalty to the roll on the Outlaw Table if the gang is reported.

SPECIAL RULES:

Wyrd Power: Zombie Master. Karloth can influence Plague Zombies with his powers, both by summoning them and motivating them. If Karloth is present, add +1 to each dice roll for the number of Zombies summoned.

All Zombies within 9" of Karloth may roll an extra dice for their movement, for a total of 3D6, and then pick two dice for their move distance. Zombies in hand-to-hand combat within 9" of Valois also gain +1 to their Weapon Skill and +2 to their Initiative. This power works all of the time and doesn't need a Leadership test.

Wyrd Power: Sense Thoughts. Karloth can spot any hidden models within 18" if he can roll equal to or under his Leadership on 2D6. Karloth will be unaffected by the Perils of the Warp even if he rolls a 2 or a 12.

No Pain. Since the plague Karloth feels no pain whatsoever. Because of this Karloth is never pinned and ignores the effects of flesh wounds.

No Fear. Karloth ignores all Psychology rules and never has to make Leadership tests to see whether he loses his nerve. If the gang with Karloth in it bottles out he heaves a long-suffering sigh, mutters about mortal frailties and goes with them.

Black Crown. Karloth made the Black Crown himself to augment his vampiric powers. Draining life essence could be a slow and delicate process for Karloth, but with the Black Crown he could drain the life force from a man in moments with a blast of dark energy.

Karloth can use the Black Crown instead of firing his pistol in the shooting phase. It works like firing a shot so Karloth may not use it if he has run, charged or is in close combat and he must have a line of sight to the target in order to attack. The Crown will affect one model within 9". Both players roll 2D6 and add their respective Leadership characteristics to the scores. If the scores are drawn or Karloth loses the attack has no effect, the victim is not even pinned.

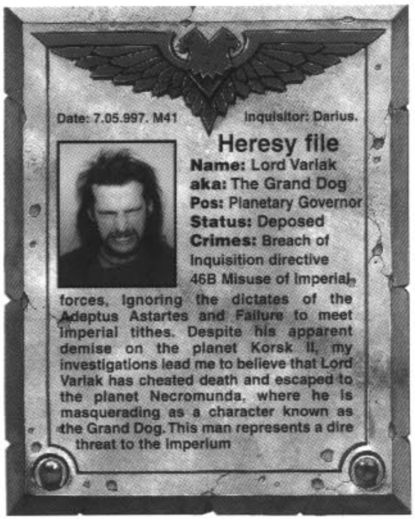
If Karloth beats the victim's score he can drain 1 point from one of the victim's characteristics and add it to his own characteristic. Any characteristic can be chosen, but Karloth may not increase his characteristics by more than a single point each. This power may be used to restore lost wounds. A victim reduced to 0 wounds by the Black Crown is automatically 'down', do not make a separate Injury roll.

Once the battle is over any characteristic points stolen are recovered by the victim through resting and Karloth's characteristics return to normal. Victims who go out of action must still roll on the Serious Injuries Table. The Black Crown will affect models that are already down, but it will not work on Plague Zombies.

Witch Staff. The Witch Staff was a curious weapon used by Karloth, who claimed to have discovered it in a deep labyrinth. The staff is used in two hands and allows Karloth to make a parry. If Karloth wins in close combat with the staff he rolls to wound adding +2 to his Strength.

In addition to its function as a weapon the staff is a potent protection against the Wyrd powers of others. If a Wyrd power affects a model within 18" of Karloth he can nullify its effect by rolling equal to or under his Leadership on 3D6.

THE ARBITRATOR CAMPAIGN



Date: 7.05.997. M41

Inquisitor: Darius.

Heresy file

Name: Lord Varlak

aka: The Grand Dog

Pos: Planetary Governor

Status: Deposed

Crimes: Breach of Inquisition directive 46B Misuse of Imperial forces, Ignoring the dictates of the Adeptus Astartes and Failure to meet Imperial tithes. Despite his apparent demise on the planet Korsk II, my investigations lead me to believe that Lord Varlak has cheated death and escaped to the planet Necromunda, where he is masquerading as a character known as the Grand Dog. This man represents a dire threat to the Imperium

The Rules and Campaign Book contain everything you need to know to run a basic campaign. Players organise and fight their battles, gangs grow in experience and size and everybody has a good time. This basic kind of Necromunda campaign is fun to play in and the different scenarios you can fight make it nice and varied. However, once you have advanced a gang or two up the ladder of success you may want to start expanding and elaborating on your existing campaign so that it starts to take on a life of its own. This is what the Arbitrator campaign is all about.

In order to run an Arbitrator campaign the first thing you need to do is pick the **Arbitrator**, who should ideally be the most experienced and trusted player in the group. The Arbitrator has the responsibility of making sure the campaign runs smoothly, and, most importantly, organising some special scenarios for the players. The Arbitrator also keeps himself amused by dropping some random events into the campaign so that the players gain extra opportunities, or suffer additional setbacks, that they wouldn't normally have in a basic campaign.

The Arbitrator keeps track of how well all of the gangs are doing and can even produce a short newsletter for the other players. The newsletter is a great way of keeping all the players in touch – it's very entertaining and easily filled with campaign events, challenges, insults, epitaphs, adverts, game reports and anything else you can think of. The Arbitrator can still play a gang in the campaign himself as long as he doesn't take advantage of his position to give his gang any unfair advantages.

THE CASTLE ROCK CAMPAIGN

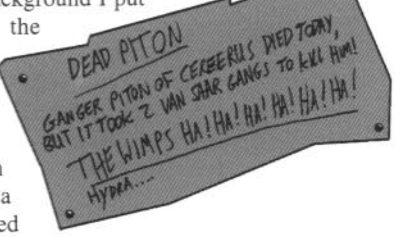
Here at the studio I have been running an Arbitrator campaign while I've been writing Outlanders (what better way to try things out after all!). I decided to base it around a settlement called Castle Rock (or Da Rock to some of the more intellectually challenged players). This was a cunning reference to our studio's location under the shadow of Nottingham castle (which is sited on a great big rock). As I needed to invent other settlements I mercilessly twisted nearby street names to supply my needs, giving rise to the settlement of No Hope and the outlaw hole of Filth Pond.

Because a lot of games were being crammed in at lunchtimes and evenings I ran the campaign on a weekly basis, and we had a notice board set up for obituaries and challenges from the players, which you can see scattered around these pages. Each week I wrote up a short newsletter called the Necromunda Chronicle which contained reports on noteworthy fights and campaign events (generated on the Arbitrator Campaign Events Table, see later). I tried to hook the random events into each other to form a continuous background which fitted characters of the different gangs and their House affiliations. Sometimes events were generated randomly and then fitted in, at other times I just made up sub-plots and planted them in the Chronicle. Here's a couple of anecdotes from the campaign to show you what I mean.

Shortly after the start of the campaign the Retreads, Delaques and the highest rated gang in Castle Rock to boot, were investigated by the Watchmen for alleged nefarious activities, a painful process which halved their income for a week. The following week the Retreads were cleared and I offered them a place in the ranks of the Watchmen for having a squeaky clean record, and because we had no Watchmen gangs at the time. I also outlawed the Dog Soldiers (my own Goliath gang) as they had a history of fighting the Retreads and it gave an extra bit of conflict to the campaign (plus I wanted to try out the Outlaw rules!). Over the weeks to come the Dog Soldiers would become very useful as the archetypal notorious Outlaws to set against experienced gangs on their way to the top.

Ironically the same week's random event indicated that the most experienced fighter in one of the top gangs was leaving to become a freelancer. To my horror this proved to be one of the newly outlawed Dog Soldiers. To fit in with earlier events I decided that the renegade was responsible for betraying the rest of the gang to the Watchmen and he became a hunted man. The freelancer never quite got the career change he was hoping for as he was sought high and low by the irate Dog Soldiers.

While all this was going on I decided to organise a big multi-player gang fight. To give the fight a reason within the campaign background I put a piece of news in the Chronicle from Uphive. It said that several delegates at an inter-house trade meeting had been blown to pieces by a bomb, allegedly planted by a Delaque assassin.



DEAD PITON

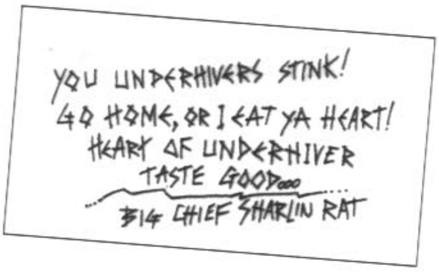
GANGER PITON OF CERBERUS DIED TODAY, BUT IT TOOK 2 VAN SAAR GANGS TO KILL HIM!

THE WIMPS HA! HA! HA! HA! HA! HA!

HYDRA...

When we played the game the Delaque gangs made up one side and a coalition of gangs from other houses attacked them. To enliven proceedings further I distributed some extra equipment between the factions which was randomly generated from a deck of playing cards. This was mostly grenades and spare ammo which would be used up during the game or in other fights afterwards. However, among the cards was a special one which told the player that the real assassin, a powerful and well-disguised cyborg, was in fact one of their gang members!

The cyborg wasn't revealed in the gang fight that followed and so it remained a mystery for several weeks afterwards. Eventually the gang harbouring the cyborg assassin, the Black Hand – Orlocks, what a surprise – was discovered and outlawed. Some weeks after that another Orlock gang, the Revenants, forcibly ended the assassin's career with a melta-gun. The Delaques maintained it was an Orlock cover-up, the Orlocks claimed the Black Handers were renegades and had acted alone. Most people didn't care, the whole episode was just a good excuse for a fight.


YOU UNDERHIVERS STINK!
GO HOME, OR I EAT YA HEART!
HEART OF UNDERHIVER
TASTE GOOD...
BIG CHIEF SHARLIN RAT

Bear in mind that in both cases these events were in addition to the rivalries, raids and in-fighting between gangs in the campaign. Other occurrences included leadership disputes, the arrival of two Spyrer hunts, Scavvy incursions, a hive quake (introducing the Treacherous Conditions rules), several Purges (an Arbitrator scenario – see later), the outlawing of Filth Pond (for harbouring Outlaws) and an attempt to storm Filth Pond by a pair of local gangs supported by Arbitrators (repelled by the notorious Dog Soldiers of course).

WHEN IS A GANG TOO BIG?

During our Castle Rock campaign quite a number of gangs played lots of games and advanced up to dizzyingly high gang ratings. These gangs had fighters with terrifying combinations of stat increases and skills which could vapourise a less experienced gang in a few turns (or even one turn in some cases). Some of these big gangs were just numerous, with 16-18 fighters, others had fewer members but were all very experienced and very heavily equipped. The players who had big gangs soon found that they had too many fighters with too many skills to remember during a game. They also found nobody wanted to fight them and they just weren't enjoying themselves any more.

Gradually players started to retire their gangs voluntarily so they could play a new starting gang and maybe try a different House or one of the Outlander gangs. As Arbitrator I picked up on this idea and gave some of the more reluctant players a nudge to persuade them to retire. After a while I introduced a semi-official rule that any gang that reached a rating of 4,000 or more points should retire from the campaign after a week or so.

WE'RE GONNA MAKE YA PAY!!

NECROMUN
CHRONICLE
DOGS SOLDIERS OUTLA

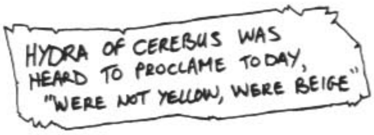
NECR
SPYRERS

THE NECROMUNDA
CHRONICLE
HIVE QUAKE!

Necromunda Chronicle
ARBITRATOR CHAMBERS DEPOSED!

This seemed to suit the players well. The owners of the retiring gangs rightly felt they had proved their ability by building a gang up, and could now prove it wasn't a fluke the first time by doing it again. The retiring gangs achieved a legendary status and the less powerful gangs got a chance to fight their way to the top of the heap in the resulting power vacuum.

Retiring gangs don't have to leave the campaign for good, players can still use them for Arbitrator scenarios or multi-player games (which are discussed elsewhere). The challenges set by these games are more appropriate for the sort of firepower big gangs can bring to bear than an ordinary gang fight. We assumed that retiring gangs were simply protecting their territory and not wandering about much.


HYDRA OF CEREBUS WAS
HEARD TO PROCLAME TODAY,
"WERE NOT YELLOW, WERE BEIGE"

Another approach is to assume that a gang which retires has moved on to greater things like joining up with the Planetary Defence Force in the hopes of gaining commissions in the Imperial Guard. This opens up the potential for creating special scenarios to further the gang's history or even introducing them into full-blown games of Warhammer 40,000. Other potential fates for retiring big gangs are setting up and/or protecting a whole settlement, becoming professional arena fighters in the hive city, working for a Noble House in the Spire, setting up an outlaw kingdom in the wastes, getting offworld (either by hijacking a ship or by more legal means), travelling to a different hive, taking the long walk out into the ash wastes between hives, and so on.

MULTI-PLAYER GAMES

Multi-player games are good for a busy or novice Arbitrator to run because they are exceptionally straightforward to organise and play. They require virtually no extra work from the Arbitrator so you can just concentrate on getting everything to go as smoothly as possible. In a multi-player game it's the co-operation (or lack of it), rivalries and recriminations between the players themselves which adds a different dimension to the fight. Multi-player games can easily be netted into a campaign as pitched battles, land grabs, street riots, inter-House disputes or feuds, territory wars and so on.

The scenarios from the Campaign Book and Outlanders for two-player games work fine with multiple players, as long as you form the gangs into two roughly equal sides. Each turn all the players on one side can move, shoot and fight as they would do in a normal game. When they have finished all the players from the opposing side get their turn and so on. All the gangs still take Bottle tests as normal but the game doesn't end until all the players on one side have bottled out.

Out of the multi-player games I ran as Arbitrator of Castle Rock the most fun game was a simple gang fight with three gangs on one side and four on the other. To stop the game being one-sided I took a list of all the gangs' ratings beforehand and tried to make sure that the total ratings on each side were roughly equal.

Trying to play games with three or more sides becomes difficult because players have to wait through two other gangs' turns before they get another go of their own. The best solution to this is to limit the number of gang fighters each player may use so that the turns are faster. If you're interested in three- or four-way games have a look at the Arbitrator scenario *Lord of the Spire*, it may trigger a few other thoughts of your own.

Once a game is in progress all the Arbitrator has to do is keep the players reasonably focused on what they are doing so that the game doesn't get confused or bogged down in any way. I handled this by yelling out the phase they were on and then giving the players ten to twenty minutes to complete their actions before moving on to the next phase. Because the players know the rules anyway the Arbitrator's role is limited to settling disputes (mostly to do with what models can see and how much cover they are in) and helping out any players who have only played a few times before.

ARBITRATOR SCENARIOS

One of the most rewarding parts of being the Arbitrator is creating special scenarios to run for the other players. This is where you can really let your imagination run wild and come up with a whole variety of different situations not covered by the standard scenarios. Arbitrator scenarios also allow you to bring in creatures and inhabitants of the Underhive which you don't normally get in head to head games.

Usually in Arbitrator scenarios you, the Arbitrator, will either run the players' opponents or in a head to head game you make their life difficult with dangerous hive vermin, traps, treacherous conditions and anything else you can come up with. You shouldn't get the impression that it's your job to kill off gangs in Arbitrator scenarios (if you do you won't find many players willing to risk their precious gangs after a while). Rather, Arbitrator scenarios are a chance to do something exciting and different which will encourage your players to try a fresh approach or some alternative tactics.

OH NO NOT ANOTHER ONE!!

The Black Hand's unlucky antics in the medical room continue as another ganger dies. Old Billy was buried last night with his trusty shotgun after a close battle with the Scavvy gang the Blood Worms. When the fog lifted the Plague Zombies were almost upon them and Old Billy lay three or four of them out before two Plague Zombies leaped upon him and cut him to ribbons. He fought bravely and at least he died of his injuries and did not become a scum sucking plague ridden Zombie!!!!

As revenge the Black Hand captured two of the Scavvies and rumours are that a rescue attempt will be made. Blood Worms, we're waiting for you.........

Outlanders includes three Arbitrator scenarios: *The Purge, Lord of the Spire* and *Storming the Barricades*. These are included as examples of the kind of thing you can get up to with Arbitrator scenarios. Each scenario includes some suggestions about how to put even more variations and extras into them or deal with particular problems you may come across in running them. Hopefully by the time you've played all three games once or twice you'll be coming up with your own Arbitrator scenarios.

To help you out with cooking up Arbitrator scenarios we've also included a Bestiary of beasties which make suitable opponents for gangs in the Underhive. Opponents could be all sorts of things: deviant scum, Outlaws, mutants, aliens, Chaos Space Marines, Cultists, etc. The list we've included is limited by space available, but we've tried to make it an edifying selection.

If anything in your miniatures collection isn't included then you should feel free to make up your own rules to cover it. Profiles for other weapons and creatures not covered can be lifted directly from the Warhammer 40,000 game. With any luck we'll get a chance to include information on the extra skills and special rules applicable to other inhabitants of the Warhammer 40,000 galaxy in future copies of White Dwarf magazine and the Citadel Journal. Don't forget that you can also create your own special characters to help or hinder gangs or lead them on special missions. For example, a gang might have to escort or protect a powerful individual like an Imperial Inquisitor as he investigates deviant activity in the Underhive. Another gang might have to kill said Inquisitor – you get the idea…

A last point to make is that it's good if Arbitrator scenarios yield a reward or benefit the players can't normally get. Rare or expensive weapons or equipment usually work as a better incentive than mere money, but a large wad of cash will tempt players as well. Remember you should make sure gangs have to work appropriately hard for their rewards and that you should not give away anything too powerful. For example, a one in a million plasma gun is highly desirable and not too powerful, but giving out, say, carapace armour for an entire gang is bound to make them much tougher than anybody else.

CAMPAIGN EVENTS TABLE

The Campaign Events Table is here to add a little spice and colour to an ongoing campaign of Necromunda. The events tend to give more lucky breaks for upcoming gangs over established old gangs so they are useful for balancing the campaign and stopping the older gangs dominating the action. However, Campaign Events offer plenty of opportunities, and calamities, for everybody.

In our campaign we rolled on the Events Table once a week, but there were six or seven games being played every week and a weekly newsletter to keep all players informed about the latest events. In a less frenetic campaign it's probably best to roll an event every two weeks or so. As you will see below the most important thing is that the Arbitrator can let all the players know what events are occurring.

Most events will continue to have an effect until the next event is rolled. Some of them have an immediate effect (like 'Hive Quake' for example) and once this has been resolved they have no further effect. The actual duration of each event is specified in the table below.

D66	RESULT
11	**HIVE QUAKE.** Each player must immediately lose a randomly selected piece of territory. Any players with fewer than 3 pieces of territory can ignore this event.
12	**ZOMBIE PLAGUE.** An outbreak of the dreaded zombie plague sweeps through the area. Each player must randomly select a member of their gang. This gang fighter must make a roll on the Plague Table as if he had been put out of action by a Plague Zombie (see the *Scavvies* section for Zombie Plague rules).
13	**MUTANT INVASION.** Unusually large numbers of mutant creatures are plaguing the area. Use the Monster Roll rule from the *Scavengers* scenario in every battle that is fought until the next event is rolled.
14	**SHORTAGES.** Unexpected shortages cause local prices to rocket. All equipment and weapon costs are doubled until the next event is rolled.
15	**SCAVVY KING.** A Scavvy king has managed to unite the Scavvies in the area and they are blockading settlements and holesteads to extort 'taxes'. All non-outlaw players must halve any income they receive from their territories until the next event is rolled.
16	**NEW TURF.** A newly discovered cave, waterhole, etc., comes up for grabs, and the most active gang will be able to lay claim to it. Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
21	**TUNNEL CAVE-IN.** Some parts of the Underhive are cut off by cave-ins. Each player is unable to collect income from a randomly selected piece of territory until the next event is rolled.
22	**GUILD SANCTIONS.** A Guilder has been killed in this area. Each non-outlaw player must roll a D6. If they roll a 1 then they are one of the suspects, and may not buy any equipment until the next event is rolled.
23	**BAD AMMO.** A batch of poorly made ammo has been sold to unsuspecting gangs. Each player must roll a D6 at the start of each battle. If they roll a 1 they have got a batch of bad ammo and must subtract -1 from any Ammo rolls for that scenario. Bad ammo continues to show up until the next event is rolled
24	**BOUNTY.** Randomly select one of the gangs in your campaign. A rival House or gang has posted a bounty of D6x5 credits which will be awarded for each member of the gang that is killed until the next event is rolled.
25	**SLAVE TRADERS.** Slave traders have swooped on this area, carrying off juves as workers for the factories above. No gang may recruit any juves (including free ones gained from settlements) until the next event is rolled.
26	**NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
31	**WATCHMEN INVESTIGATION.** The gang with the highest rating is being investigated by the Watchmen and has to lie low for a while. It must halve the income it receives from its territory until the next event is rolled.
32	**POLLUTION.** Heavy discharges of toxic waste and poisonous fumes make tunnels and vents in the area too dangerous to enter. Until the next event is rolled players with tunnels or vents may not use them to set up gang fighters.
33	**DISCONTENTMENT.** People are getting fed up with some of the tougher gangs' high and mighty ways. If a player fights against a gang with a rating at least 100 points greater than their own, and they win the game, then they may take over a randomly selected piece of the other gang's territory.

D66	RESULT
34	**FREELANCER.** Starting with the gang with the highest gang rating, roll a D6. On a roll of 4-6 the most experienced fighter (including heavies but not leaders) in the gang leaves and goes freelance. Stop rolling as soon as a gang fighter goes freelance, or when you have rolled once for each gang in the campaign. The freelancer becomes a Hired Gun with a hire fee equal to his total Experience points and cost divided by 10 (eg, 80 cost plus 50 experience = 13 credit hire fee).
35	**TIME TO QUIT.** The gang fighter with the most Old Battle Wounds in the campaign retires. Decide randomly who retires if there is more than one model with the same number of war wounds. If no gang fighters have any Old Battle Wounds, this event has no effect.
36	**NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
41	**HOUSE FEUD.** A feud breaks out between two randomly selected Houses in the hive and old enmities flare up in the Underhive. Until the next event is rolled gang fighters from the two Houses *hate* each other.
42	**BOOM TIME.** An influx of green hivers, Guilders and workers into the area brings in plenty of credits. All gangs (including Outlaws) may add D6x5 credits to the income they generate until the next event is rolled.
43	**HIVE SMOG.** Until the next event is rolled all games are affected by the 'Toxic Fog' result on the Treacherous Conditions Table. Roll a D6 on the Toxic Fog section of the table to find out what happens. If you are rolling for treacherous conditions anyway the Toxic Fog result is in addition to the result rolled on the table (re-roll if you get two Toxic Fog results).
44	**BOUNTIFUL FUNGUS HARVEST.** Fungus are popping up all over the place and food is plentiful (for once). When working out your income halve the number of fighters in your gang, rounding up. Outlaw gangs add +2 to their dice rolls for foraging instead.
45	**NEW CAVERN.** A new cavern has been discovered that is packed with artefacts and valuable stuff. Double the number of Loot counters in any *Scavengers* scenarios that are played until the next event is rolled.
46	**NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
51	**CARAVAN.** A large caravan moves through the area. Until the next event is rolled a trip to the trading post (legal or outlaw) will yield double the usual number of rare items on offer.
52	**OVER-PRODUCTION.** Randomly select one type of common weapon. Its cost is halved until the next event is rolled.
53	**OLD PRO'.** The gang with the lowest gang rating is joined by an old pro' fighter that takes them under his wing. Randomly select one Hired Gun or freelancer. He will remain with the gang for free until they no longer have the lowest gang rating.
54	**JAIL-BREAK.** A group of convicts escapes to the Underhive. Until the next event is rolled any new gangers bought receive an extra 3D6 Experience points. If this bumps them up a level or two, take the Advance rolls immediately.
55	**STINGER MOULD HARVEST.** There is plenty of healing Stinger mould available. Until the next event is rolled any player may pay 5 credits to re-roll a result on the Serious Injury Table. No result may be re-rolled more than once, and the second result must be accepted.
56	**NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
61	**NEW DOME.** A new dome has been discovered. Until the next event is rolled gangs may buy new pieces of territory (randomly selected) at a cost of 100 credits each.
62	**MASTER TEACHER.** An expert battle-tutor descends into the Underhive from the Spire. Until the next event is rolled players can send a gang fighter that has gone up a level to be taught by this Master Teacher at a cost of 25 credits. The player can then pick a result on the Advance Roll Table for the gang fighter, instead of rolling for it randomly. Skills are still rolled randomly.
63	**DEFENCE FORCE SURPLUS.** Until the next event is rolled the following weapons and equipment are available at half the normal cost: laspistols, lasguns, grenade launchers, lascannon, flak armour, Frag grenades, respirators and photo-visors. However, the player must roll a D6 for each weapon or piece of equipment after he has paid for it. On a roll of '1' the weapon/item of equipment does not work and must be thrown away!
64	**THE HEALER.** A legendary healer with Wyrd powers moves through the area. Until the next event is rolled the healer will cure the long-term effects of any serious injuries for 50 credits per injury (he can't cure death or capture though).
65	**SAFARI.** A party of rich Noble Housers arrives in the area as part of an exciting 'safari' trip to the Underhive. All players make wads of cash ripping off the rich gits. Each player is allowed to add D6x25 credits to their stash immediately.
66	**ARCHEOTECH.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory. In addition, the territory includes some valuable archeotech which adds 1D6x50 credits to the gang's stash.

NECROMUNDA SCENARIO:

LORD OF THE SPIRE

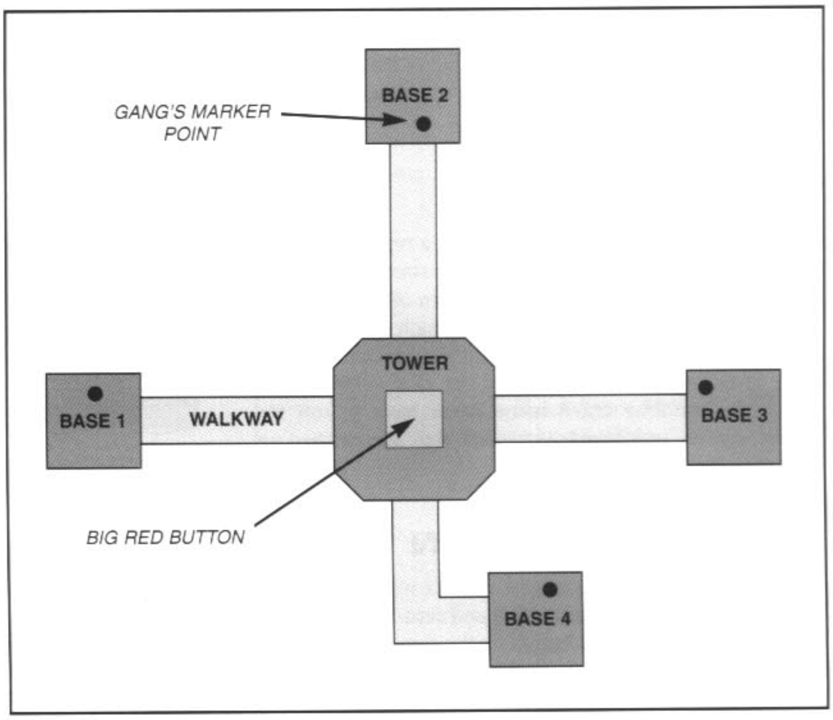
Lord of the Spire is an example of the kind of formalised arena combat that is popular down in the Underhive. It takes place in a closely guarded area of the hive bottom and is open to any gang with a rating of over 1,250. The arena is dominated by a large central tower which forms the objective of the fight. The gangs each have a home base in one corner of the arena, and from here they sally out to reach the top of the tower. The first gang to hit the big red button on the top level of the tower wins a substantial cash prize. From two to four gangs can play.

GANGS

Four gangs usually play Lord of the Spire, though it is sometimes played with three or two. More than four gangs is considered too confusing for the plebeian workers to follow (and a bad headache for the Arbitrator too!).

Each gang is permitted to have up to three models in play at any time if all four bases are occupied. If the game is being played with three gangs they may have four fighters on the field each; with two gangs they can have six each.

Any gangs can fight in Lord of the Spire, even Outlaws and Outlanders. Any weapons can be used, even heavy weapons. The only real rule to Lord of the Spire is that no Wyrds can participate (as much for the safety of the organisers and the spectators as anything else).



SETTING UP

Lord of the Spire is played on a square table which should be approximately 4' x 4'. The centre of the table is occupied by a large tower, the taller the better. You could use one of the buildings from a Warhammer 40,000 building pack, or a piece of specially made terrain of your own. For our games we made a really tall tower by adding several levels to the top of an existing model. On top of the tower is the big red button, marked by a counter.

The tower needs to be surrounded by whatever other buildings you have available and connected to them with multiple gantries and walkways. The four 'bases' are positioned equidistant from the tower. Each base should be a building of some kind and contains a base marker point which the gangs must defend (preferably represented by a model, but a counter would do at a pinch).

All of the players roll a D6 and the highest scorer gets to pick which base they want, setting their gang fighters up within 4" of the base marker. Then the next highest scorer picks one of the remaining unoccupied bases and so on. Tunnels, vents and infiltration skills may not be used.

SEQUENCE OF PLAY

Roll off again to see which player gets the first turn. Once the first player has finished his turn the player to his right gets a go, and so on around the table.

BASES

Each base contains the gang's marker point. This is usually a man-sized target that lights up and plays a tune when it is touched or struck. More primitive games of Lord of the Spire often use storage drums or old pipes instead. Gangs should protect their base at all costs for several very good reasons. The marker point acts as the gang's home territory in the game and if it is shot or struck by an opposing fighter he is said to have "raided" their base. This will force a gang fighter to drop out of the game and reduce the number of fighters the gang can have participating.

If an opposing fighter shoots at the marker point and hits it he can select one of the owning gang's members and immediately remove him from play. The nominated fighter ducks out of the arena via one of numerous trapdoors in the arena floor. The fighter is unhurt (assuming he was unhurt at the time he was removed of course!), but he may not be substituted (see below), effectively reducing the number of models the gang can have in play by one.

If an opposing fighter moves into close combat with a gang's marker point the whole gang is out of the game at the end of the close combat phase (take any remaining gang fighters out of the arena).

TAG

If a gang member is taken out of action, a replacement can be brought on at the gang's base at the start of their next turn. Models which are down can be taken off and replaced with another gang member if they can reach their base and touch the marker point (the crowd just loves watching those long, agonising crawls home). On the plus side, fighters who make the long crawl home never have to roll for serious injuries as it is safe to assume they are patched up once they leave the arena.

THE BIG RED BUTTON

The first fighter to start a turn in contact with the big red button on top of the tower can hit it and earn 100 credits for his gang. You can't hit the button on the same turn that you reach the top of the tower, so all the other gangs get one turn to stop you. Hitting the button usually signals the end of the game as well, though some arena fights don't end until the button has been hit two or three times or when all the fighters have fought their way back to their bases.

ENDING THE GAME

Gangs don't have to take Bottle rolls, they may voluntarily bottle out by not substituting for men on the field – when there are no men left on the field they're out. Gangs that run out of members to substitute are also out. Gangs are also out if an opposing gang member touches their marker point.

When the prize is claimed the game usually ends automatically as noted above, as it does if there is ever only one gang still in play. Note that if there is only one gang remaining nobody gets the prize – you're supposed to climb the tower, not just have a gang fight!

EXPERIENCE

+10	For the gang leader of the winning gang.
+10	For hitting the big red button.
+5	Per wounding hit/for hitting or touching an opposing marker point.
+D6	Enters the arena and survives.
+1	For every consecutive level a model climbs up the tower. This is a once only experience bonus. Once the model climbs down a level it gains no further experience for going up the tower.

SUGGESTIONS

Lord of the Spire is just one example of an arena-style game which pits gangs against each other. Games are usually pretty quick. If you want to make them last longer just change the rules slightly. For example you could say that a gang fighter must hit the big red button and then get back to his own base before he can claim the prize and end the game.

There are plenty of other kinds of arena combat which make good Arbitrator scenarios, so you might like to try inventing some of your own. If you come up with anything good send it in to us and, who knows, you may even get to see your work in White Dwarf or the Citadel Journal!

Another version of the game we tried was to say that because the crowds want lots of close range blasting no weapons other than pistols, grenades and close combat weapons could be used. This kind of game was even quicker (it's surprising how much those heavy stubbers slow you down), so if you use this option you may want to impose additional rules to make the game last longer.

If 100 credits as a prize seems too much or too little then simply change it to a more appropriate amount or something more interesting than mere lucre. Alternative prizes to lure gangs in with could include a heavy weapon or rare trade item of their choice, a piece of territory, or perhaps the winners qualify for a special mission of some kind, making an ideal lead into another one-on-one scenario.

Treacherous conditions could be used in this scenario but they will require some judicious re-rolling or interpretation. Alternatively you could simply choose an effect appropriate to arena-style combat: the ever popular Pit of Despair is the best example of something appropriately entertaining and dangerous. In a similar vein you could always introduce some dangerous flora and/or fauna into the arena to keep players on their toes and sprinkle a few booby traps around the place. Just imagine the scene as the gang fighter hauls himself over the edge of the tower to confront a rather annoyed gigantic spider…

ARBITRATOR SCENARIO: PURGE!

The authorities, worried by a recent increase in the numbers of mutants and deviant scum in the Underhive, have authorised a Purge. The Purge will be carried out at a fixed time and place. From two to four gangs may take part, with all of the fighters working together against a horde of foul deviants and hive vermin controlled by the Arbitrator. Bounties are awarded for everything that is slain.

GANGS

Outlaw gangs may not participate in a Purge scenario as they are far more likely to be the hunted than the hunters! Gangs participating in a Purge can be of any rating, as the more experienced they are the nastier the deviants will be. However, if gangs with high ratings fight alongside gangs with low ratings they will have to work together efficiently to prevent any deviants escaping. You will need to add up the total combined gang ratings of the gangs fighting in this scenario in order to work out the sort of deviants they will be up against.

DEVIANT MODELS

Before running a Purge scenario the Arbitrator needs to get together all of the suitable models he has in his collection to represent the deviants, along with as many extra models that he can beg, borrow or steal from other players. The greater the number and variety of models, the better the game will be. Models that may be used are listed below. Note that there are some models that you might not have heard of before. Don't worry, these are all described in the Underhive Bestiary. Place all the models you have collected beside the table on a suitable flat surface.

Suitable Models

Hive Vermin:	Giant Spiders, Giant Rats, Carrion Bats, Ripper Jacks, Milliasaurs, Gigantic Spiders.
Deviant Scum:	Cultists, Mutants, Scavvies, Ratskin Renegades, Beastmen, Outlaws, Brood Brothers.
Aliens:	Eldar Scouts, Chaos Space Marines, Orks, Gretchin, Genestealer Hybrids, Genestealers.
Chaos creatures:	Bloodletters, Flesh Hounds, Daemonettes, Plaguebearers, Beasts of Nurgle, Flamers of Tzeentch, Fiends of Slaanesh, Pink Horrors.
Witches:	Any type of Wyrd, Psykers, Genestealer Magus.

Important Note. Any deviants, etc., with weapons may only be armed with those actually shown on the model. This prevents any confusion for the Arbitrator running the game and is fairest to the gangs facing them. Likewise, you are quite within your rights to insist that gang fighters only have the weapons and equipment shown on the models for them, anything else was obviously left at home in the gang's stash.

You will also be able to use models with special and heavy weapons against gangs with a very high rating, as detailed later. Deviants, Wyrds and aliens are equipped with respirators and/or photovisors if they are shown on the model.

SETTING UP

The Purge scenario is played on a full-size table which needs to be at least 5' by 3' and preferably larger. You will need to get together as much Necromunda terrain as possible in order to fill the table – the more terrain there is the better. The Purge takes place in the badzones so most terrain you have available should be suitable – rubble, slag heaps, slime pools, home-made structures and so forth.

In a Purge the gangs are separated into groups that each make a sweep of a specified area of the badzones. The groups gradually move in towards each other to catch the deviants in a closing net of fighters. The Purge scenario represents the point where some of the gangs (it can be imagined that there are many more to either side) are closing in on the deviants they have driven before them. The only escape route for the deviants is to fight their way past the gangs and escape back into the wastes.

To represent this situation the gangs set up on both of the narrow edges of the table. It is up to the players to decide how they will set their gang fighters up, and it is permissible for a gang to split its fighters between the two deployment zones. Gangs can deploy up to 3" on to the table. After all the gangs have set up, the Arbitrator sets up the Encounter cards as described below.

TREACHEROUS CONDITIONS

Deviants hide out in the badzones and wastes where lighting failures, high winds, toxic fog clouds, swarms and similar unpleasantnesses are rife. This makes it particularly appropriate to use the Treacherous Conditions rules in the Purge scenario. If your table is big enough (6' by 4' or larger) it can be fun to roll a different condition for each quarter of the table. Re-roll any results that are contradictory or will cause problems due to the terrain set-up (*Pit of Despair* springs to mind for example). Where relevant mark out the edges of particular effects (*Sea of Goo*, for example).

ENCOUNTER CARDS

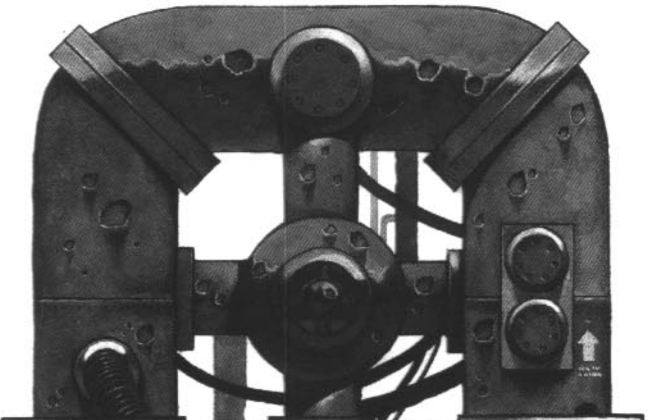
In order to play the Purge scenario the Arbitrator will need a deck of ordinary playing cards (called Encounter cards from now on) which are used to generate the monsters and hive vermin the players will encounter as they make their purge.

Take the deck of cards, give it a jolly good shuffle, and deal a small stack of three cards roughly in the middle of the table. All cards are placed face down, and neither the Arbitrator nor the players are allowed to look at them until they are revealed. A stack of Encounter cards like this represents any one of a number of locations which are the haunt of denizens of the Underhive. For example, the cards could mark the lair of a brood of hive vermin which infest the area, or perhaps a sentry post or camp for Outlaws or deviant scum.

Now deal out another stack of three cards. Each stack of cards must be placed at least 16" away from another stack of cards, and at least 16" away from either narrow table edge. Apart from that they can be placed wherever you like. Keep on dealing out stacks of cards like this until it is impossible to fit any more stacks of cards on the table.

SEQUENCE OF PLAY

The game starts with a Gangs' turn, then has a Deviants' turn, and so on. The game continues until all of the Encounter cards have been revealed and there are no deviants left on the table, or all of the gangs have failed their Bottle rolls or voluntarily bottled out.



Note that all of the players move their gangs at the same time. If this gets confusing (and it can do very easily!), have the players perform their actions one after the other. Gangs are not allowed to attack each other in this scenario.

After all the players have taken a turn with their gangs, the Arbitrator may take a turn, moving and fighting with all of his models which are still alive on the table. Before he does so, however, he is allowed to roll a D6. On a roll of 1-5 nothing special happens and the Arbitrator can carry on with his turn as normal. If he rolls a '6' then he is allowed to turn over and reveal one of the stacks of cards which has not yet been exposed – the general noise and confusion has alerted the deviants, and they have decided to take action before they are discovered!

REVEALING ENCOUNTER CARDS

As soon as a gang fighter model ends its move within 12" of a stack of Encounter cards, they are revealed. This happens immediately, interrupting the rest of the gangs' movement (if any). Cards are also revealed if the Arbitrator rolls a '6' at the start of his turn, as described above. Whenever a stack of cards is revealed, the Arbitrator flips the cards over and looks at them.

What the cards are indicates what deviants are lurking nearby. Because more experienced gangs are assigned tougher areas to clear this varies according to the total ratings of the gangs involved. The table below gives some guidelines for the appropriate "density" of models for the various cards. Feel free to vary the tables or write your own so that they fit in better with your model collection or the strengths and weaknesses of your players.

Total Combined Gang Ratings Up to 8,000

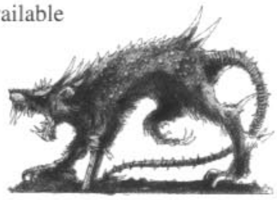
Card	Effect
Joker	Surprise Attack! See below.
Black Ace	1 Chaos creature or 1 Witch or D3 Alien models. If none of these models are available the card is treated as a joker.
Black King	4 Hive Vermin or Deviant Scum models Up to one Deviant Scum model may be armed with a special or heavy weapon. If none of these models are available the card is treated as a joker.
Black Queen	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Black Jack	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Black 2-10	1 Hive Vermin or Deviant Scum model. If none are available the card is discarded.
Any Red Card	Discard with no effect.

Total Combined Gang Ratings Between 8,000 and 12,000

Card	Effect
Joker	Surprise attack! See below.
Ace	1 Chaos creature or 1 Witch or D3 Alien models. If none are available the card is treated as a joker.
Black King	1 Chaos creature or 1 Witch or D3 Alien models.
Red King	4 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
Queen	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Jack	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
2-10	1 Hive Vermin or Deviant Scum model. If none are available the card is discarded.
Any Hearts	Discard with no effect.

Total Combined Gang Ratings More Than 12,000

Card	Effect
Joker	Surprise attack! See below.
Ace	1 Chaos creature or 1 Witch or D3 Alien models.
King	1 Chaos creature or 1 Witch or D3 Alien models.
Queen	4 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
Jack	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
10	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
2-9	1 Hive Vermin or Deviant Scum model. If none are available the card is discarded.



Notes

Jokers. If the card is a joker, then the gang fighter who revealed the cards has been the victim of a surprise attack. Roll a D6 and refer to the Surprise Attack Table below to see what has gone for him. If the cards were revealed because the Arbitrator rolled a '6' at the start of his turn, then he may make a surprise attack on any model anywhere on the table!

Placing Models. The models selected can be placed anywhere within 4" of the position the cards occupied. The only exception to this are hive vermin, which can be placed directly into hand-to-hand combat with the model that revealed the card, representing them suddenly springing out from hiding to attack the unfortunate gang fighter! If the hive vermin were revealed because the Arbitrator rolled a '6' at the start of his turn, then they may attack any model anywhere on the table. Hive vermin that attack in this way count as charging in the first round of combat.

SURPRISE ATTACK TABLE

The Surprise Attack Table includes creatures from the Underhive Bestiary. While running a Purge you can either use the simplified rules below or, if appropriate, the full rules for these creatures as given in the Bestiary.

SURPRISE ATTACK TABLE

D6	Surprise Attacker
1	**Face-eater.** Victim must roll under Initiative or take an S3 hit. The face-eater remains attached and inflicts a further S3 hit each turn until removed. It is removed using the procedure for putting out flamer hits, and until then the victim must stagger about exactly as if he were on fire – although in this case he's got a face-eater clamped to his face!
2	**Ash Clam.** Victim must roll under Initiative or be unable to move for the rest of the game. The model will recover fully after the battle is over.
3	**Lashworms.** The victim is attacked by D3 lashworms. Each will inflict a single Strength 3 hit on a D6 roll of 4+.
4	**Brain leaf.** The victim must pass a Leadership test. If they fail then they have been taken over by the brain leaf and will be treated as one of the Arbitrator's models for the rest of the game. The model will recover fully after the battle is over.
5	**Gas Fungus.** Roll the D6 again: on a roll of 1-3 treat this as if a Hallucinogen grenade had gone off at the model's feet; on a roll of 4-6 count it as a Choke grenade.
6	**Rubber Moss.** The victim is hurled 2D6" in a random direction!

INJURED DEVIANTS

Treat any deviant that suffers a 'down' result on the Injury Table as having been taken 'out of action' instead. The player whose attack took the deviant down should take the model and keep it until the end of the battle (when he will be able to collect bounty for it). Deviants suffering flesh wounds are pinned but do not suffer any penalties to their WS and BS.

ESCAPING DEVIANTS

Deviants can escape from the table by moving off through either of the gangs' set-up zones. Deviants that escape in this way reduce the amount of bounty that can be gained as described below. Deviants may not move off the long table edges.

ENDING THE GAME

The game carries on until all of the Encounter cards have been revealed and there are none of the Arbitrator's models left on the table, or all the gangs have failed their Bottle rolls.

Players collect bounty for the Arbitrator's models that they took down or out during the game. The amount depends on which group they belonged to, as detailed below:

Type	Bounty
Hive Vermin	10 credits
Deviant Scum	20 credits
Aliens	40 credits
Chaos creatures	80 credits
Witches	100 credits

Reduce all of the gangs' bounty by 5% for each model that escapes (eg, two models escape, reduce all bounties by 10%). If all of the gangs bottle out, turn over all the remaining Encounter cards and assume that all the deviants which are on the cards and the ones that have already been placed on the table escape (probably taking any dream of a bounty with them).

Whatever the result of the Purge, after it has finished each player is allowed to collect income from their territory.

EXPERIENCE

During a Purge gang fighters will gain Experience points as listed below.

+2D6	Survive battle (even if wounded).
+5	For taking one of the Arbitrator's models down or out.
+20	To the gang leader whose gang collects the most bounty.

SUGGESTIONS

The Purge is a good multi-player scenario that encourages the gangs to co-operate against a common enemy. Be warned that games involving several big gangs can turn into quite large battles and it may be a good idea to have an assistant Arbitrator on hand to help out. As the gangs start from opposite ends of the table it's easy enough to have one Arbitrator handling each end providing you don't let the turn sequence get out of sync.

The scenario itself is very flexible, so that it can be tailored to accommodate the strangest of miniature collections. Where a stack of cards allows you to take several models try to ensure all the models are the same type (eg, all Cultists, or all Beastmen, etc.) or at least logically related (Genestealer Hybrids with Brood Brothers, for example). This helps to make the scenario feel more consistent, rather than having players assaulted by a random selection of beasties.

If you have access to a Warhammer 40,000 army then you can give the Purge a distinct theme by using the army to supply all the bad guys.

For example, I have a Genestealer Cult army which I used as the basis of a Purge scenario. This was easily done by using Genestealers and Hybrids for any aliens that turned up and Brood Brothers for any deviant scum. To keep things lively I also threw in some miscellaneous hive vermin like Giant Spiders (who actually killed somebody) and Ripper Jacks (which gave one gang leader a bad scare).

I allotted the Magus to a specific card (the Ace of Spades) and pre-rolled a few Wyrd powers for him before the game. This might all sound exceedingly hair raising for the gangs, but they were all well experienced and several were semi-retired anyway. In the end they did all bottle out though…

Although I used 'Stealers you can see that it would be just as easy to use a Chaos army to represent a burgeoning Chaos cult. Simply by picking mutants, Beastmen and Cultists for the deviant scum and hive vermin or Witches for Aces. If daemons are involved it gives you an opportunity to bring in an Inquisitor to hunt them/it as well. Orks and Eldar get a bit more tricky to accommodate, but they could be down in the Underhive on some secret mission and just happen to get swept up in the Purge drag-net.

One of the problems with the Purge is that it can't be played by Outlanders and Outlaw gangs. One solution to this (suggested by Gavin Thorpe) is to assign Encounter cards to preset groups of Outlaws or Outlanders (eg, Jack of Clubs = Mad Dog and Brother Zeke of the outlaw Dog Soldiers). When the Encounter card is activated the players place their models on the tabletop and control them from that point onward, moving and shooting after the gangs but before the Arbitrator's turns.

There are plenty of good reasons for Outlaws or Outlanders to be caught up in a Purge. Outlaws will be trying to protect their hideout or escape, Spyrers would want to take advantage of the confusion to pick a fight, Redemptionists will want to purge the unclean as much as anyone else, and so on. You would need to assign appropriate Experience point bonuses for the Outlaws or Outlanders to compensate for Outlaws receiving no bounty payments. For example, an Outlaw escaping from the table might gain +5 experience, or a Redemptionist killing a mutie, witch or alien might gain double Experience points for it.

ARBITRATOR SCENARIO: STORMING THE BARRICADES

Once in a while a coalition of gangs will attack a settlement or a fortified trading post and fight a pitched battle. The gangs might be rapacious outlaws hoping for loot and pillage or law-abiding gangs looking to reap lots of reward money in one fell swoop. Up to three gangs can participate in Storming the Barricades against either a defending force run by the Arbitrator, or one or two defending gangs run by players.

GANGS

As noted above, any gangs can participate in Storming the Barricades, but you should ensure that no inappropriate team-ups occur such as Redemptionists with Scavvies, Outlaws with Watchmen and so on. If you have both Outlaw/Outlander gangs and law abiding gangs that want to participate, simply have the outnumbered faction act as defenders.

Total up the gang ratings of the two sides to ensure that the attackers are actually stronger than the defenders by about 2 to 1, or 3 to 2 (eg, attackers with a combined rating of 6,000 should be fighting defenders with a combined rating of 3-4,000).

DEFENDERS

If the defenders aren't going to be supplied by players, or if the defending players don't have a high enough rating, you will need to select extra forces before the game. The defenders' rating translates directly into how many credits the Arbitrator should spend, so in the example above the defending force would be bought with 3-4,000 credits. If a defending gang with a rating of, say, 1,500 were participating, the Arbitrator would still have to pick another 1,500-2,000 credits' worth of defenders.

Use the standard gang lists for picking the defenders as the majority of them will be normal gangers or juves. Ignore the normal maximum of two heavies: instead the defenders can have up to one heavy for every 1,000 credits. The defenders get up to five barricades and one watch-tower for free. In addition, they can spend credits on the following extras:

Wall Guns: Special and heavy weapons fixed to mounts on barricades, towers or buildings can be purchased at half the normal cost. Note that these are not bought for specific models, like weapons for heavies. Instead they represent old weapons which are heavy, need a lot of ammo and are too temperamental to be moved around much. A weapon like this would be a liability in the wastes but it's fine for defending a settlement.

Wall guns must be represented by a model or a counter. They have a 90° fire arc and can be fired by any model in base contact with them (not just heavies). Wall guns cannot be moved and are attacked separately like any other model, they are Toughness 4 with 1 wound. Any weapon that suffers a wound is destroyed.

Traps. Grenades in cans, buried shotgun shells, pits with spikes, mantraps and all sorts of other tripwires and booby traps festoon the wastes around some settlements.

Trapped areas are represented by markers that cost 50 credits each. Any model (including defenders) which moves within 3" of a trap marker must pass an Initiative test or it will suffer an S3 hit. If a model rolls a 1 for its Initiative test the trap is disarmed and the marker is removed.

Beasts. A lot of Underhivers have pets which would make most people scream and run. The guards for a settlement or trading post may even have some particularly dangerous hive vermin to sniff out intruders.

Trained creatures can be purchased from the Underhive Bestiary section at the appropriate points cost. These act as normal defending models because they're so well house-broken, but the defenders can only have a maximum of one beast for every three other defenders.

Wire weed. Wire weed is common in defences, where it's more effective than barbed wire and needs no maintenance, just feeding occasionally! Hedges of wire weed can be purchased at 15 credits per piece 1" long and 1" wide (so a 6"x1" hedge would cost 90 credits).

Extra Barricades. Additional barricades can be bought at a cost of 50 credits each.

Extra Watch-towers. Additional watch-towers can be bought at a cost of 200 credits each.

SETTING UP

A settlement or trading post usually includes an inner, protected area where the valuable resources and commodities are guarded and the businesses are run. Around this runs a protective wall or barricade which can be continuous, steep and high (like the one pictured on the right) or low, uneven and full of gaps depending on the locals and their level of motivation (both for getting in and stopping things getting in). Holesteads and hovels are built around both sides of the wall in a rough shanty town, but the immediate area outside the wall is cleared of ruins and detritus so the guards can spot any hostiles sneaking around.

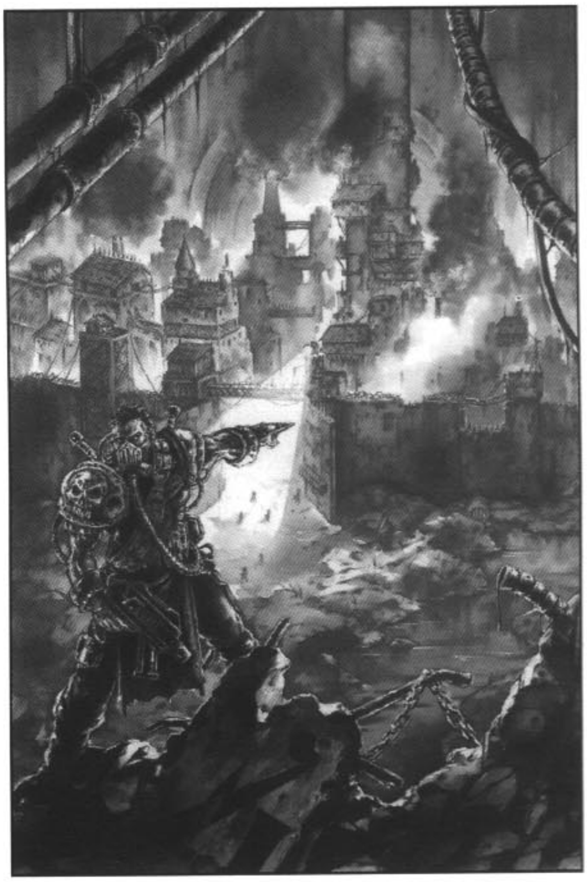
Storming the Barricades is fought on a full-sized table at least 5' by 3' and preferably larger. The Arbitrator sets up all the available buildings and terrain, starting along one of the long edges and distributing them so that the terrain thins out towards the opposite edge. The table edge with the least terrain on it marks the edge of the wastes; the more densely covered edge represents the settlement or trading post itself.

Once you've set up the terrain place the defenders' barricades and watch-towers to form a fairly continuous wall within 12" of the defenders' edge. This marks the edge of the settlement or trading post buildings. The wall is usually at ground level but it can incorporate buttresses and structures which have already been placed. Next shuffle around the terrain to open up a 12" wide clear zone between the barricades and the wastes (there can be some cover, but it should be partial at best). This represents the area just in front of the wall that the defenders have cleared of obstructions so that they have a clear field of fire.

Once all the terrain is placed the Arbitrator can also put down up to six Loot counters. The Loot counters may be placed anywhere between the barricades and the settlement edge of the table and they represent valuable stashes of food, ammunition, raw materials or equipment which the attackers can steal. It's most appropriate to use Loot counters if the attackers are Outlaws or Outlanders (other than Spyrers of course). If the defenders are Outlaws then the attackers can expect to claim a considerable bounty anyway so you may not want to bother with loot.

The defenders are set up next. Choose up to 3D6 models from the defending force to act as guards or guard beasts. Guards may be placed anywhere between the barricades and the settlement edge of the table. Traps, wire weed and guard beasts are set up next anywhere on the table on the wastes side of the wall. Any remaining defenders will start to enter as reinforcements from the settlement edge of the table on the first defending turn.

The attackers then deploy their gangs anywhere on the table on the wastes side of the wall. Attackers can be deployed anywhere as long as they are more than 12" away from any guards.



SEQUENCE OF PLAY

As the scenario begins the guards have just spotted the attackers and raised the alarm. In the resulting confusion both sides roll a D6, the one that rolls highest goes first. The two sides then alternate taking their turns for the rest of the game.

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

The attackers can also pick up wall guns, effectively treating them as Loot counters. The weapons can't be used once they have been moved because their mounting and ammunition have been left behind, but they can be sold off after the game.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter later as reinforcements.

Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll 2D6. If the dice roll equals or beats the number of fighters in the group the reinforcements may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements may enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements must enter along the settlement edge of the table.

Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

ENDING THE GAME

When the last attacking gang bottles out the game ends immediately. If the attackers get all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of their turn then the game ends and the attackers have won.

The defenders are fighting to defend their friends and home territory so they don't have to make Bottle tests and can't bottle out voluntarily. The attacking gangs make Bottle rolls individually and can choose to bottle out voluntarily once they have taken two casualties. Because the attacking gangs are making a determined assault they do not have to start making Bottle tests until they have suffered 50% casualties.

Each Loot counter the attackers capture is worth 2D6x10 credits. Any wall guns they have looted can be sold for one quarter (25%) of their basic cost.

EXPERIENCE

+2D6 **Survives.** If the fighter survives the battle then 2D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+20 **Best Attacking Leader.** The leader of the gang which collects the most loot or bounty earns an extra 20 Experience points.

SNEAKING AROUND THE BARRICADES – A SCENARIO VARIANT

A simple but engaging variant of this scenario which really tests the mettle of the attackers is to treat it as a variant on the *Raid* scenario. Just make the following changes and voilà – a whole new game!

1. Limit the attackers to 2D6 models per gang.
2. Treat the guards as sentries, using the rules in the *Raid* scenario.
3. Use the rules for sounding the alarm from the *Raid* scenario.

The clever bit to keep attackers on their toes is that the defenders are allowed to buy searchlights.

Searchlights. Big directional lights fixed to mounts on barricades, towers or buildings can be purchased for 50 credits each. Searchlights must be represented by a model or a counter. They have a 90° arc and can be used by any model in base contact with them. Searchlights are attacked separately like any other model and are Toughness 3 with 1 wound. Any light that suffers a wound is destroyed.

A sentry in contact with a searchlight doesn't move around at all. Instead place a 2" radius circle of paper within 24" of the sentry and within the light's 90° arc when he is deployed. The paper (if you hadn't guessed) represents the area being illuminated by the light. The sentry operating the light can roll to spot anything within the circle of light as it moves just as if it was within his 2D6 spotting range.

Each turn, instead of moving, the sentry can move the circle of light. The circle moves 2D6-5". If the number is a negative amount the attackers may move the circle instead. For example, if the roll is 3, 3-5= -2 so the attackers can move the light 2". The circle of light can never be moved so that there is a solid object between the centre of the light and its source, nor may it be moved so that it goes outside the light's 90° arc.

SUGGESTIONS

Storming the Barricades is a challenging scenario even for experienced gangs. Naturally, it's strongly influenced by a number of films where the evil bad guys are intent on storming the good guys' settlement in pursuit of the promised land. Like the *Purge!* scenario you may need an assistant Arbitrator if several large gangs are involved, but the fact that this is a knock-down drag-out fight makes it easier to keep under control. Treacherous conditions are best avoided in this scenario, there's enough going on anyway so it's probably best not to confuse things.

I ought to make some useful suggestions about how to throw together extra stuff you might need, though of course well modelled terrain pieces are preferable in all cases.

Wall Guns. Use spare weapons attached with blu-tak or plasticine. Plastic weapons are about the best, especially old Warlord Titan weapons (sadly no longer available). Failing that drinking straws or ball point pens (empty ones, mind) cut to the right length might suffice.

Wire Weed. This can be represented by wire wool or scouring pads pulled out to the right length and width and then sprayed a suitably lurid colour.

Barricades. Roll out a thick strip of plasticine to the right length and stick small pieces of cardboard, matchsticks (used of course) cocktail sticks, etc., into it so that a model standing behind it is in cover up to its chest.

Watch-towers. These aren't something you can knock together on the spur of the moment (though I'm sure some talented individual can prove me wrong).

Traps. Use some spare slotta-bases, counters or any other obvious marker.

Beasts. Monsters from the Warhammer Quest sprue are particularly useful for this, along with any other suitable gribblies from your miniatures collection.

If players are involved in the defence you may want to make them forfeit cash and/or territory if the attackers manage to steal the Loot counters, take a look at the *Loot & Pillage* Outlaw scenario for pointers. Likewise you could simply give the best attacking gang a settlement or other piece of territory if they defeat the defenders convincingly enough. If the defenders are Outlaws you can always stiffen the attackers with Authority Forces if you think it would be appropriate. These actions are one of the few times that the Governor's troops are likely to fight in the Underhive in any numbers.

UNDERHIVE BESTIARY

The Underhive Bestiary is here to cover all sort of eventualities. Bored of gang fights? Try hunting gigantic spiders! Ambushed just once too often? Then go and take it out on the Deviant Scum! The creatures below are presented purely for the use of the Arbitrator and I make no guarantees for the safety of any gangs that tangle with them.

HIVE WORLD VERMIN

Necromunda is totally dominated by the Human species, to the extent that many of the humans in the hive don't really believe in other races any more. However, some of the original inhabitants of the planet still persist, having got inside the hives and found a niche to survive in, mutating and evolving into hideous parodies of their original forms. Other creatures have arrived by hitching a ride in bulk cargo shipments from far-off stars, or were pets and guardian beasts which escaped into the miles of ducts and vents running throughout the hive.

Apart from a few small enclosed gardens and menageries in the Upper Spire, hive world plants and creatures only exist in the dank gloom of the Underhive or out in the ash wastes. These creatures are universally regarded by Necromundans as vermin, or food, depending on how hungry they are.

Rating. Each creature has been given a rating to reflect how tough it is in comparison to a Necromundan gang fighter, or how much it will cost in credits to buy for certain scenarios, or how much the creature's pelt/teeth/bones/flesh, etc., is worth when it is being hunted.

GIANT SPIDERS

Rating: 40

Many forms of mutant spider grow to a great size in the Underhive – up to several feet in span. They are so common that they have become traditionally associated with Necromunda and the most famous Imperial Guard regiment recruited on Necromunda is known as the Spiders. Giant spiders can be found throughout the Underhive from the gantries and vents of dome ceilings to the rubble-choked tunnels running beneath the floor.

Different species of giant spider catch food in different ways. Wolf spiders have long legs and chase down their prey before killing it with their oversized mandibles. Orb spiders weave thick, gooey funnel-shaped webs and hide at the end. Many unfortunate fugitives in the Underhive have run into these web-funnels in the darkness thinking them to be tunnels, only to be paralysed and slowly drained dry by the spider. Their gruesome cadavers can sometimes be seen suspended in the decaying cobwebs that hang in the darker recesses of the Underhive.

Wolf Spider

M	WS	BS	S	T	W	I	A	Ld
7	3	0	4	3	1	1	1	5

Orb Spider

M	WS	BS	S	T	W	I	A	Ld
3	3	0	3	3	1	1	1	5

Special Rules

Movement. Spiders can move up and down any sloping or vertical surface as if it were open ground. In addition, Orb spiders can use their webs to drop straight down up to 6" per turn for free.

Armour. Giant spiders receive an armour save of 6 on a D6 against any damage they suffer to represent their thick chitin hides.

Webs. An Orb spider's web is equivalent in effect to a hit from a Web pistol and is considered to cover the area within 3" of the spider's starting location. A potential victim that moves into a web has to pass an Initiative test on 1D6 to avoid being entangled. If the victim was running or charging the test is rolled on 2D6 instead. Once the victim is entangled the spider will attack and inflict 1 S3 hit automatically in each close combat phase.

Spiders in Games. Wolf spiders make fine hunting critters to harass fighters in games, not too tough, but good enough to give them a scare. Orb spiders will stay in the same location, lurking in their webs. This means they need to be noted on a map or allocated to specific locations on structures so they can ambush passing fighters or simply wait for them to run into their webs.

GIGANTIC SPIDERS

Rating: 250

In the deepest, darkest recesses of the wastes truly monstrous spiders lurk in the eternal night. Gigantic spiders are huge specimens measuring many metres across with massive jaws and a malignant intelligence to match. They are aggressive and extremely territorial so creatures that blunder into their vicinity seldom escape unharmed. Despite the dangers, hunters seek out gigantic spiders for their meat and venom, both of which command a high price in the Underhive. Most valued of all are the Raft spiders which skate the surface of the Sump. Their eyes are crystals as pure and as valuable as diamonds, and innumerable hunters have lost their lives in the Sump chasing the dreams of wealth beyond avarice.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	5	4	4	1	2	7

Special Rules

Movement. Gigantic spiders can move up and down any sloping or vertical surface as if it were open ground.

Armour. Gigantic spiders receive an armour save of 5 or 6 on 1D6 against any damage they suffer to represent their thick chitin hides.

Spit Webs. Gigantic spiders can spit a globby mass of threads equivalent in effect to a Web pistol. If the spider attacks a webbed victim in hand-to-hand combat it will inflict 2 Strength 5 hits automatically in each close combat phase.

Terror! Even hardened gang fighters are filled with horror at the sight of a giant multi-legged monstrosity bearing down on them. Because of their horrifying size and appearance gigantic spiders cause fighters to test for *terror* if one is within 8" and in sight. See the Rules for more details on terror.

Pinning. Gigantic spiders are immune to being pinned because of their great size.

Spiders in Games. Gigantic spiders will usually appear singly, though they might be accompanied by a brood of giant spiders they have sired. Gigantic spiders will pursue intruders relentlessly but they aren't stupid: if they are reduced to 1 or 2 wounds or confronted with a weapon which could seriously harm them they will retreat into their lair or try a different approach.

ASH CLAMS

Rating: 10

Ash clams are one of the more outlandish creatures that inhabit the Underhive. How they came to dwell in the desolations of the Underhive is unknown, though they are known to occur in the ash wastes outside the armoured walls of the hive. Ash clams in the Underhive dwell underneath the covering of muck and rubble and are very sensitive to vibrations. Should any creature stray over its hiding place the clam will instinctively react to the vibrations and immediately open its gaping shell, drawing in a shower of loose dirt and anything else that is above it. Ash clams will attempt to consume any living animal that comes too close, but a man is far too big to fit in its shell and will usually be trapped by the ankle or leg until they are freed.

M	WS	BS	S	T	W	I	A	Ld
0	0	0	4	5	1	0	0	10

Special Rules

Grab Attack. If Ash clams are being used in a game then any models on the ground are in danger of being attacked. During your movement phase you must roll a D6 for any model who touches the tabletop during any part of its movement: if you roll a 1 then a clam has attempted to grab that model. The model can make an Initiative test to try and pull their leg out of the clam before it closes. If it succeeds it may carry on with its movement and the frustrated clam sinks back into the ash. If the model fails then it is caught by the clam and may not move again until freed. If a gang bottles out then any of its models trapped by ash clams will automatically be captured by the winning side.

Friendly models can release anyone who is trapped by killing the clam. If you shoot at the Ash clam then roll a D6: on the roll of a 1, 2 or 3 you will hit the friendly model instead of the clam. If a friendly model moves into base-to-base contact with the trapped model it can attempt to prise the clam's jaws apart by rolling equal to or under its Strength characteristic on a D6.

Ash Clams in Games. Another booby trap monster, though this is a non lethal (just annoying) one. If desired, the frequency of clam attacks could be increased so that they strike on a roll of 1 or 2, or 1, 2 or 3 depending on the scenario being played and how easy it is to stay off the ground.

NECROMUNDAN GAS FUNGUS

Rating: 5 per 1"x1" patch

There are hundreds of kinds of fungus in the Underhive: the dank darkness is a perfect habitat for them. Most are harmless, some are eaten by Scavvies and mutants, and poisons or drugs can be distilled from others. Fungi tend to grow in large clusters often consisting of many different varieties. Gas fungi protect themselves from interference by releasing a cloud of mycotoxins which have variable effects on humans. One of the more dangerous is the dream-spore, which looks like a rainbow-coloured puff-ball. If trodden on, the fungus expels a cloud of hallucinogenic spores that bring nightmarish visions and waking dreams to anyone breathing them. Victims of the dream-spore soon fall foul of the myriad other dangers of the Underhive and are often found drowned in sludge pools, hanging from spider webs, splattered at the bottom of long drops and so forth.

Special Rules

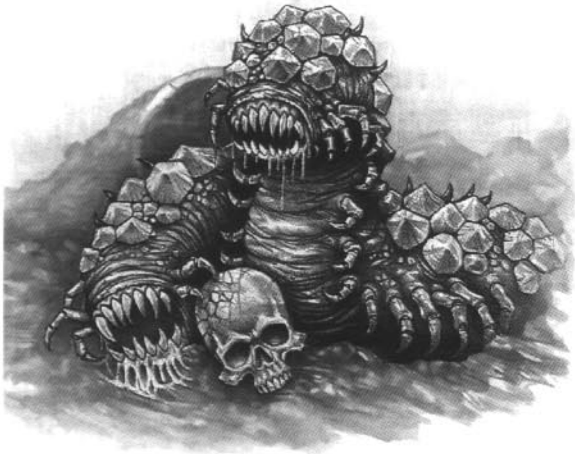
Any model that moves through a patch of fungus during its turn must roll a D6. On the roll of a 1 the model has broken a dangerous gas fungus and is enveloped in a cloud of spores. Place a 2" radius marker over the model. Any other models under the marker may be affected and any models partially under the marker may be affected on a D6 roll of 4, 5 or 6.

Roll a D6 to see what kind of gas is released:

D6 Roll	Result
1-2	Hallucinogen
3-4	Choke gas
5-6	Scare gas

Roll a D6 for each model hit by the gas: if the roll equals or beats the model's Toughness it is affected. If the roll is less than the model's Toughness it is not affected. See the Rules for details of the effects of the various gases. The cloud of spores can last for several turns and should be rolled for on the Gas Grenades Table at the start of each player's turn.

Gas Fungus in Games. As with Ash clams the frequency of triggering gas fungus can be increased to suit the game. Fungus is a good adjunct to other booby traps like lashworms and Orb spiders, making these fairly innocuous plants quite dangerous. Don't forget that patches of fungus could equally well be growing on buildings and walkways, so wildly hallucinating fighters can be sent hurtling off high edges as well.



MILLIASAUR

Rating: 40

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The Milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

M	WS	BS	S	T	W	I	A	Ld
4	4	0	1	3	1	4	1	4

Special Rules

Movement. Milliasaurs can move up and down any sloping or vertical surface as if it were open ground.

Poison Bite. If a Milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour saves may still protect a target as normal. If the victim suffers his final wound to a Milliasaur do not roll on the normal Injury Table, instead roll on the table below.

D6 Roll	Result
1-2	*No Effect.* The Milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to BS/WS.
3-6	*Out of Action.* The victim is paralysed and is severely chewed up by the Milliasaur. The model may survive the experience if it's lucky but it certainly won't be fighting any further. Remove the model as you would any other taken out of action.

Milliasaurs in Games. Beastmaster Wyrds can also use Milliasaurs as their pets. For the Arbitrator they are useful ambush creatures that will normally lurk and wait for fighters to approach closely before they scuttle out and attack.

CARRION BATS

Rating: 20

These large bats live in the tunnels of the Underhive, where they hang upside down in seething colonies. If disturbed they flutter down the tunnels in a huge squealing swarm. Carrion bats have ferocious Piranha-like jaws but they live by scavenging meat from the kills made by larger creatures. The bats are drawn by the scent of fresh blood and will flutter down to steal a few mouthfuls of flesh before the rats arrive to pick a carcass clean. Underhivers are afraid of carrion bats because their bite carries diseases caught from their scrofulous diet, including the dreaded zombie plague.

M	WS	BS	S	T	W	I	A	Ld
8	3	0	2	2	1	3	1	4

Special Rules

Fly. Carrion bats can *fly*. This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the carrion bat's horizontal movement across the battlefield.

Plague! Any fighters taken out of action by carrion bats must roll a D6 in addition to rolling for serious injuries at the end of the game. On a roll of 1, 2 or 3 the bats were carrying the zombie plague, make a roll for them on the Plague Zombie Infection Table just as if they had been injured by a Zombie.

Carrion Bats in Games. Carrion bats will not usually attack groups of fighters but may attempt to overwhelm lone individuals. Carrion bats pose the biggest threat to models that have gone down, as they will move into hand-to-hand combat with them and take them out of action.

RIPPER JACKS

Rating: 40

Ripper Jacks are dangerous bat-like creatures that normally inhabit the larger abandoned domes in the Underhive. They hang upside down from the roofs in their darkened domains, swooping down on unsuspecting creatures that venture below. Ripper Jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the Ripper Jack is speedily removed its victim will quickly suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld
8	2	0	1	2	1	4	1	4

Special Rules

Fly. Ripper Jacks can *fly*. This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the Ripper Jack's horizontal movement across the battlefield.

Envelop. Ripper Jacks attack in a special way. This attack is made in the hand-to-hand combat phase instead of fighting in close combat normally. Ripper Jacks never fight in the hand-to-hand combat phase, even if charged by an enemy model, it being assumed that they will simply flit out of the way, although enemy models can shoot at them normally. Instead, a Ripper Jack that is in base-to-base contact with an enemy model in the hand-to-hand combat phase is allowed to attempt to envelop the opposing model's head.

Roll a D6 for each Ripper Jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the Ripper Jack has enveloped its target. Models may only be enveloped by one Ripper Jack at a time, though several Ripper Jacks could attempt to envelop a victim – the rest would have to go and find another victim. An enveloped victim falls to the ground and may not move or shoot until he dies or the Ripper Jack is pulled off. If the victim is engaged in hand-to-hand combat he counts as having WS 0 and may not parry.

Roll 2D6 for the model in the recovery phase. If the score is less than or equal to the model's Strength it has pulled the Ripper Jack off and killed it (remove the Ripper Jack model from play). If the score is greater than the model's Strength then the Ripper Jack remains firmly attached and the victim suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken out of action.

Models may aid friends that are being attacked by Ripper Jacks. To do this the friendly model must be in base-to-base contact with the Ripper Jack's victim in the recovery phase. If this is the case the friendly model may add his Strength to that of his companion when working out if the Ripper Jack is removed.

Serious Injuries. If a model is taken out of action by a Ripper Jack do not roll on the usual Serious Injuries Table, instead roll on the Ripper Jack Injury Table below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Ripper Jacks in Games. Beastmaster Wyrds can train Ripper Jacks to fight for them. In games Ripper Jacks will aggressively seek out and attack fighters wherever they can.

BRAIN LEAF

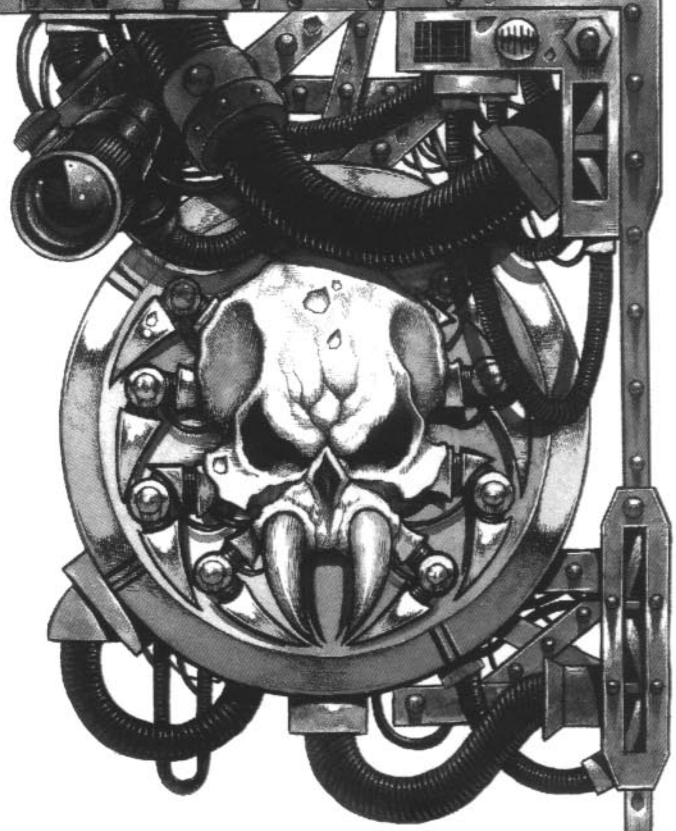
Rating: 30

The brain leaf is a most extraordinary plant and seems to possess a form of intelligence, albeit of a fairly low, instinctive level. The plant itself is vine-like and has a greyish colouring that enables its tendrils to remain inconspicuous amongst the tumble of rubble and waste in the Underhive.

The brain leaf's tendrils are rather plain and smooth, but at the end of each is a single leaf. Each leaf is a macro-cell and forms part of the plant's intelligence. The leaves are equipped with rasping hooks and intrusive nerve bundles that become attached to a living creature if it moves close enough. The leaf injects its victims with complex fibres that speed throughout the victim's nervous system until they become mindless tools that the plant can use.

Although not highly intelligent the brain leaf plant is able to use its victims in a sensible and rational way and the poor slaves are normally used as compost or protection for new seedlings. Once a brain leaf has attached itself to a host it is able to detach from its parent vine, leaving the plant to grow another leaf in its place.

M	WS	BS	S	T	W	I	A	Ld
0	4	0	0	4	3	0	1	-



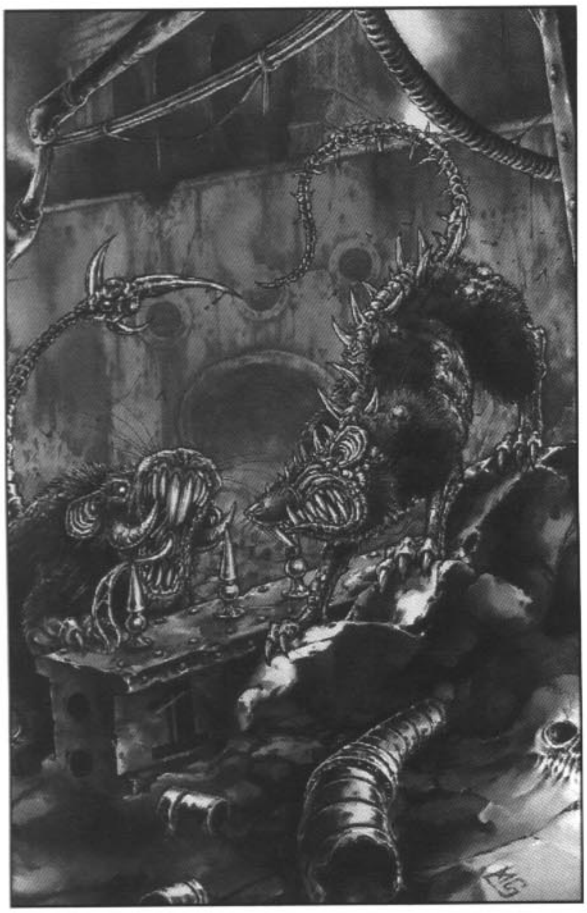
Special Rules

If a model approaches within 6" of a brain leaf plant it will automatically be attacked by one tendril and you must fight a round of close combat in the next hand-to-hand combat phase. If the model beats the brain leaf in close combat then he escapes it and may either hit the plant in order to destroy it or use his follow-up move to get out of the plant's range. If the plant scores any hits it will attach a leaf to the target and, unless the victim makes an armour save, he automatically goes down regardless of Toughness or wounds.

Roll for the brain leaf's victim in subsequent recovery phases as normal for models that are down. If the victim rolls a 1 he escapes the clutches of the brain leaf but suffers a flesh wound in the process. On a 2-5 the victim remains down. On a roll of 6 the leaf has successfully taken the model over and the Arbitrator controls it from now on.

A model that has been taken over by a brain leaf cannot recover on his own and will be permanently lost from the gang if he doesn't get help. Fortunately the brain leaf's control sensitises the victim so much that a single wound inflicted on him will always take him out of action. Once the victim is out of action the leaf will drop off and die but a Serious Injury roll must be made for the victim as normal. If the victim hasn't been taken out of action by the end of the game then it's 'adios' as the victim wanders off to do plant-like things.

Brain Leafs in Games. Once a victim has been taken over by a brain leaf you should feel free to use him in any way which is not self destructive, using any weapons or equipment he has to attack or defend himself with. Usually the plant will simply want to kill as many creatures as possible in close proximity to itself for the nourishment, but come up with anything you like as motivations. Maybe the brain leaf wants to be dug up (carefully) and moved, or maybe it wants protection from all these gangs running roughshod over its territory.



NECROMUNDAN GIANT RATS

Rating: 35

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats. There are many different mutant sub-species of rats on Necromunda and their individual physiology varies immensely. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some of the larger creatures can reach to well over a foot. Necromundan rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	3	2	1	3	1	4

Special Rules

Dodge. Rats receive a special form of unmodified 4+ save on 1D6 against any damage they suffer to represent their ability to dodge attacks. The save may be used against any ranged or hand-to-hand attacks, but not against special attacks that do not normally allow an armour saving throw.

Giant Rats in Games. Beastmaster Wyrds can use giant rats as their pets but they are also useful Arbitrator creatures for just about any scenario. Giant rats will rove around in packs and attack anything they can pull down between them.

SLUDGE JELLIES

Rating: 60

Sludge jellies are venomous stinging jellyfish that live in the sludge seas and also in pools of industrial effluent which are common all across the Underhive. Sludge jellies that live far out in the sludge seas or old creatures that have been growing in stagnant pools for centuries can be very large indeed, but most are about 1 to 3 feet across. They are disgusting, squidgy, balloon-like creatures with many thin trailing tendrils sprouting from beneath them. Sludge jellies can instinctively sense any disturbance in their liquid dwelling places and will suddenly float to the surface and catch anyone at the edge of the pool with their tendrils. Sludge jellies paralyse their victims with their tendrils then drag them down into the goo to be digested later.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	1	2	1	-	D6	0

Special Rules

Sludge Pool. Sludge jellies live in sludge pools. A sludge pool can be represented on the table by a circular piece of card approximately 1" radius, although at the Arbitrator's discretion the pool can be larger. The pool should be placed in a position where it is likely to get in the way, in the middle of a route of attack for example. The sludge jelly cannot leave the pool but should a model move within 2" of the edge of the pool the jelly will suddenly float to the surface and make a surprise attack with its tendrils.

Paralysing Sting. When a model moves within 2" of the sludge pool the sludge jelly will make its attack. The sludge jelly has engaged the model in hand-to-hand combat and therefore the model may not complete his move nor can he shoot this turn. The sludge jelly has D6 Attack dice for its whipping tendrils and adds +1 to its combat score due to surprise. The model under attack may not parry.

If the sludge jelly wins the combat then roll a D6 for every hit and on any roll of 4+ the victim is paralysed and effectively down and though it may not move, armour saves apply as normal. A sludge jelly which survives losing in hand-to-hand combat or fails to paralyse its victim will sink down into the sludge pool at the end of the hand-to-hand combat phase and can attack again next turn if anyone is close enough.

Gooing Gooing Gone. If it succeeds in paralysing a model the sludge jelly can drag the victim 1" per turn towards its pool. If this pulls the model within the sludge pool then at the end of the model's next turn it is automatically killed as the jelly sinks to the bottom of the pool with its food.

Friendly models can only help the paralysed model by killing the sludge jelly by shooting it (risky) or attacking it in close combat (even more risky). If they kill the jelly before the end of the victim's turn leave the victim 'down' on the table and start making recovery rolls for it as normal. Should a paralysed model go out of action he need not roll on the Serious Injury Table. A paralysed model will always recover fully after the game has ended.

Sludge Jellies in Games. In order to use sludge jellies for their greatest paranoia value place a number of innocuous, empty slime pools around the table and have just a few occupied by jellies. If you want to be really unpleasant introduce a few jellies in combination with the 'Bubbling Slime' results on the Treacherous Conditions Table. In a sea of goo or pit of despair any models paralysed would be killed immediately – and don't forget the jellies can reach up to 2" from the surface of the sludge!

FACE-EATERS

Rating: 20

Face-eaters are some of the most unpleasant vermin to be found in the Underhive. They are a highly dangerous life form which was deliberately imported from the death world of Catachan. They were originally released into heating vents in an effort to prevent deviant scum and vermin using the miles of pipes to move around the hive. The face-eaters flourished in the warm, moist conditions and became a problem in their own right within months. A subsequent eradication campaign has ensured that they are only found in the Underhive now, where the harsh conditions keep their numbers in check.

Face-eaters can lie in wait practically anywhere but prefer to hang from girders where they appear to be innocent scraps of cloth to anyone looking at them from a distance. Anyone foolish enough to approach a face-eater will have to be extremely agile as the face-eater uses a powerful muscle spasm to propel itself at its victim's face. If the face-eater lands on target it wraps itself around its victim's head, attaching itself with hundreds of minute and viciously sharp hooks and spines. Powerful digestive enzymes start to eat away the victim's features. It is almost impossible to detach a face-eater without seriously damaging its prey in the process.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	3	2	1	5	1	10

Special Rules

Leap. A model that approaches within 4" of a face-eater will immediately be attacked. With a powerful muscle contraction the face-eater leaps at the model, who has to roll under his Initiative on a D6 to avoid the attack. A face-eater that misses its target should be placed within 1" of the model that it was attacking, and will spring again in its next turn.

If the face-eater hits, the model will immediately take a Strength 3 hit with no armour save possible unless it has a fully enclosed helmet. Models may only be enveloped by one face-eater at a time, though several face-eaters could attempt to envelop a victim – the rest would have to go and find another victim.

At the beginning of each of the model's subsequent turns he may try to pull the face-eater from his head. Roll a D6: on the roll of a 6 the face-eater has been pulled off and is killed. Otherwise the model will take another Strength 3 hit and will move in a random direction during his next movement phase. This continues until the face-eater is removed and killed or the victim is taken out of action by the face-eater. Once a face-eater has taken one victim out of action it will creep away into a dark corner somewhere to digest its meal and will not attack again for several hours.

If you wish, any model that moves into base-to-base contact with someone who has a face-eater attached to his face may attempt to pull it off. If a fighter is attempting to pull the face-eater off, roll a D6. If there is only one model attempting to pull the face-eater off you will need to roll a 6, with two models you will need a 5+, with three models a 4+ and so on. However, because of the face-eater's vicious lacerating spines any model who is trying to pull off a face-eater will take a S2 hit and if the face-eater is pulled off, its victim will immediately take another Strength 3 hit as the hooks and spines pull away half his face. Models won't be pinned by these hits because they are effectively in close combat.

Camouflage. Face-eaters are very well camouflaged and hard to recognise. To represent this face-eaters always count as hiding, so a model can only ever spot a face-eater if it is within a distance equal to or less than its Initiative.

Serious Injuries. If a model is taken out of action by a face-eater do not roll on the usual Serious Injuries Table, instead roll on the Face-eater Injury Table, below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Face-eaters in Games. Face-eaters can be represented by a flat blob of blu-tak or plasticine which is stuck to the head of the model under attack. Either decide on a lurking place for face-eaters before the game or use some other random means to decide when a model is attacked, like the use of cards in the *Purge!* scenario.

LASHWORMS

Rating: 10

Some areas of the Underhive are infested with lashworms, strange creatures that arrived on Necromunda in spore form among textile cargoes from the Jubilon sector. Lashworms live in crevices where they wait, tightly coiled until a victim approaches close to them. The sensitive tip of the lashworm's tail protrudes almost invisibly from the creature's hiding place. Any vibration, such as a person moving nearby, will trigger the lashworm to attack, which it does by whipping out its long, flexible tail and slashing a morsel of flesh off its victim. The lashworm's tail coils round its catch and pulls it back into the lashworm's lair to be digested. The worms themselves are small, coiling up to the size of a man's fist. Lashworms do not move, act immediately and instinctively and are almost impossible to kill because they are usually so deeply embedded in cracks and crevices.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	1	3	1	0	1	0

Special Rules

Slash Attack. The lightning-fast strike of a lashworm is not resolved like a normal hand-to-hand combat. Instead a potential victim is attacked as soon as it moves within 2" of the lashworm's location. The victim must pass an Initiative test to avoid the tendril, failure means it hits them and inflicts 1 S3 hit. If the Slash misses or fails to wound the lashworm will fight during the hand-to-hand combat phase of the turn as it flails around trying to take its pound of flesh. Once a lashworm has inflicted a wound it will retreat inside its lair to digest its meal, making it virtually invulnerable to attack. The 'worm won't attack again while it's digesting, a process that can take several hours.

Hidey-Hole. Lashworms conceal themselves well so they cannot be attacked until they have attacked a model themselves. Lashworms normally receive an armour save of 3, 4, 5 or 6 on a D6 against any damage to represent the protection they gain from being concealed in a hole or crack. If they retreat inside their holes lashworms effectively have a 3+ armour save on 2D6.

Lashworms in Games. As they are immobile and hidden, lashworms are best represented by declaring areas to be 'worm infested. Any models moving in the area risk being attacked. D6-3 is a good number of assailants but you could vary the number according to circumstance or whim (D6 - a model's Initiative characteristic for example, or 2D6 -3 if the model is running).

RUBBER MOSS

Rating: 1 per 1"x1" patch

There are many types of lichens and mosses covering the ruined domes. By far the most annoying of them all is Rubber moss which carpets large areas. Although the moss is not dangerous in itself, it has a very effective defence mechanism; its growth is thick, incredibly bouncy and highly unstable!

Special Rules

Any model that moves over Rubber moss may move up to 2" per turn without penalty: if they are moving any faster then you must roll a D6, on the roll of a 1, 2 or 3 the model has started to bounce and is moved D3" in a random direction, determined by rolling the Scatter dice. If the model lands on some more Rubber moss then he will bounce a further D3". This continues until the model lands on solid terrain.

A model that is being bounced around by Rubber moss can bounce into walls. If this happens he will take a hit with a Strength equal to half the distance that he rolled for his bounce (rounding up). Once the model has finished bouncing he counts as being pinned. On the bright side, a model falling from a building, walkway or other high point onto a patch of Rubber moss won't be hurt, but will bounce 2D6" in a random direction. Unfortunately the model will take damage as if he had hit a wall when he lands.

Rubber Moss in Games. Rubber moss is most useful for locating underneath or on top of gantries and buildings where it can send fighters bouncing to their doom. You can also use pits full of Rubber moss as interesting booby traps to bounce victims 2D6", a good one for the *Lord of the Spire* Arbitrator scenario.

SPINE CRYSTALS

Rating: 5 per 1"x1" patch

These are not really plants but mineral growths. They occur around the edges of effluent pools, discharge outlets and wherever pollutants have been accumulating for a long period of time. They are very much like coral, consisting of a dense entanglement of crystals which are brittle and razor sharp. It is impossible to hide amongst, and very dangerous to move through a dense clump of crystal fungus unless protected by armour. The crystals will inflict thousands of tiny cuts and scratches which will soon become festering sores due to the toxic and corrosive nature of the chemicals from which they grow.

Special Rules

Because of the dangerous nature of the spines, it is impossible to 'hide' in a spine crystal outcrop.

Spine crystals are very difficult to move through and the razor sharp spines can easily inflict nasty wounds, therefore spine crystals count as difficult terrain.

Any model moving through an outcrop of spine crystals must roll equal to or under their Toughness on a D6 to avoid damage. If they fail they will suffer D3 flesh wounds, each one reducing their BS and WS by 1 for the rest of the game. If the model's BS and WS are reduced to 0 it loses consciousness due to loss of blood and goes out of action. Armour saves can be taken against the flesh wounds and due to the nature of the cuts add a +1 modifier to the saving throws.

WIRE WEED

Rating: 15 per 1"x1" patch

Some old derelict industrial plants and some functioning authority establishments on Necromunda are defended by belts of bio-wire, a genetically altered death world xeromorph. Some spores have also escaped over the centuries and dense clumps of bio-wire are occasionally encountered in the Underhive or the ash wastes. These clumps of wild bio-wire are known on Necromunda as 'wire weed'.

Bio-wire was originally grown as a form of military defence, a sort of living barbed wire, but infinitely worse. Bio-wire is very tough and regenerates quickly. Its sharp thorns can pierce armour and lacerate exposed flesh to the bone. Wire weed also secretes an acidic sap which will reduce those unfortunate enough to become entangled in it to skeletal remains within minutes.

M	WS	BS	S	T	W	I	A	Ld
0	0	0	6	4	-	0	0	-

Special Rules

Wire weed is very, very dangerous to move through. If a model is foolhardy enough to attempt this feat then roll a D6 as soon as he has moved into the wire weed and at the beginning of every one of the model's turns as long as it is within the weed. On the roll of a 6 the model survives for the moment and takes no damage. On the roll of 1-5 the model will take a single Strength 6 hit and will become pinned if not taken down or out of action. If the model is armed with a normal sword he may add +1 to his dice roll. Models armed with chainswords, power swords and power axes add +2 to the dice roll. Models that go out of action while in the weed will be killed instantly; effectively they always get a 'Dead' result on the Serious Injury Table.

A model armed with a flamer or hand flamer may use it to burn a path through the wire weed so it can move through it unhindered. However, the model will be required to make an Ammo roll for the weapon every turn that it remains in the weed. If using such a weapon the model will be unable to shoot while in the weed.

Flame weapons, Plasma grenades and heavy plasma guns can also be used to destroy wire weed. Wire weed has a Toughness of 4 and any weed under the template or marker will be destroyed automatically if it suffers a wound. Wire weed doesn't burn very well and will not catch fire!

Wire Weed in Games. Wire weed is very nasty, dangerous stuff and scares players silly (it's that go out of action and you're dead part). The fact is it's not a problem if you don't go in it, and most of the time you should ensure it's possible to avoid wandering through wire weed by taking a different route. On the other hand if players always avoid wire weed combine it with some nearby gas fungus or Rubber moss to send them into it.

DEVIANT SCUM

Deviant scum is a catch-all term for the misguided, crazed and heretical madmen that dwell in the Underhive. Deviant scum are drawn to the Underhive like a magnet and build hidden strongholds and secret temples amidst the wastes and ruins. Freed from the intrusive surveillance of Imperial Inquisitors and the Adeptus Arbites, deviant scum can pursue their insane schemes to bring about anarchy/armageddon/the downfall of the current world order/the destruction of everyone else in the Underhive as appropriate. Naturally this makes them rather unpopular with gangs and the forces of authority, both of whom fight frequent battles against deviant scum and undertake periodic purges around settlements to prevent them getting out of hand.

Weapons. Deviant scum are armed with a vast plethora of weaponry and the best rule of thumb to follow is to arm them with whatever is depicted on the models you are using. This makes it easy for both you and the players to see what's going on. About one in every ten deviant scum will be armed with a special or heavy weapon of some kind.

Generally the weapons carried by deviant scum will be low-tech – stubbers, auto weapons and the like – but there might be a good case for deviants armed with a stolen consignment of bolters, for example. Deviant scum make Ammo rolls like anybody else unless noted otherwise.

BROOD BROTHERS Rating: 60

Brood Brothers are humans who have been implanted by Genestealers and who are acting as hosts for their Hybrid offspring. The Brood Brothers' mind and willpower have been completely extinguished by the Genestealers' brood intelligence, making them fanatically dedicated to the aliens' cause.

Brood Brothers can come from almost any walk of life – clerks, factory workers, teachers, law enforcers, hive gangers and the like. At first the Genestealers will implant as many victims as they can, but as time goes by and the Cult grows, they will become increasingly selective about their victims and concentrate on dominant members of the host species. To this end the Cult infiltrates the local authorities and planetary defence forces wherever possible. This reduces the likelihood of the Cult being discovered, and when the Cult finally reveals itself and attempts to seize power, it will have access to military wargear and a body of trained warriors to exert its control.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

SPECIAL RULES

Psychology. Brood Brothers are fanatical disciples of the Cult and are subject to the psychology rules for *hatred* given in the Rules. Brood Brothers suffer hatred against the enemy regardless of its race or type; their zealous devotion to the Brood and their brethren in the Cult knows no bounds.

SCAVVIES Rating: 25

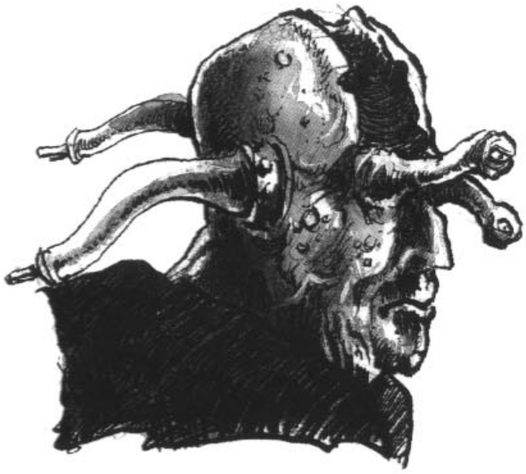
Scavvies are the very dregs of the Underhive community, indeed many are so deformed that they are barely recognisable as human beings any more. Scavvies live out in the wastes, scratching out a miserable existence amongst the most poisonous and radioactive areas. Their clothes are made up of any filth-ridden scraps that they manage to cobble together and their skin is covered with many blisters and sores oozing pus.

Out in the wastes the Scavvies have a hard existence, food is often scarce and a Scavvy will jump at the chance of gorging himself on anyone or anything that is stupid enough to wander around on their own. Although Scavvies tend to travel around in large groups that are normally made up of several inbred families, it is not unusual for other gang members to stumble upon small groups of foraging Scavvies.

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

SPECIAL RULES

Ammo Rolls: Scavvy weapons are very unreliable, due to general mistreatment and a lack of ammunition. Because of this a Scavvy will have to make an Ammo roll on a natural to hit roll of 1 *or* 6.



MUTANTS

Rating: 35-55

There are many mutants living out in the wastes. Most are hideously deformed Scavvies who have slowly changed because of constant exposure to toxic waste and radiation, others are natural mutations that have come about due to the harsh living conditions. Most mutations are simply inconvenient, like webbed fingers or strangely coloured skin, but some are useful and can make mutants a terrifying opponent.

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

SPECIAL RULES

Ammo Rolls. Mutant weapons are very unreliable, due to general mistreatment and a lack of ammunition. Because of this a mutant will have to make an Ammo roll on a natural to hit roll of 1 *or* 6.

Mutations. A mutant will have a single mutation chosen from the list below. If a mutant is being used you must have an appropriate miniature to represent it on the table.

Claw	The mutant gains +1 Strength in hand-to-hand combat.
Extra Arm	The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 attacking dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).
Spikes	A mutant with spikes gains an armour save of 5+, but may not wear any other form of armour.
Tentacle	The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of attacks by 1, to a minimum of 1.
Two Heads	Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same shooting phase.
Eyestalks	The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.
Wings	The mutant can *fly* up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only cost 1/2" per 1" down.

CULTISTS

Rating: 50-60

The daemons of the warp are constantly seeking ways to extend their power into the physical universe, whether by possessing Wyrds or by more subtle means. To gain pawns in the physical universe they lure greedy and gullible individuals into making dangerous pacts with them in exchange for promises of forbidden secrets and unlimited power. These daemon worshippers often hold clandestine meetings in the Underhive, and establish hidden temples there away from the prying eyes of the authorities, for the worship of dark forces is the most heinous of crimes in the Imperium of mankind. Covens of worshippers may even summon daemons from the warp through bloody sacrifices and arcane rites. Such insane practices can lead to whole worlds becoming infested with daemons if the Cultists succeed in establishing a permanent portal from the realms of the warp into real space.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

SPECIAL RULES

Daemon-gift. Cultists may be blessed with powers by their daemonic patrons. Either choose a mutation for them from the list above or roll a Wyrd minor power for any Cultists so blessed.

BEASTMEN

Rating: 80

Beastmen are a weird form of stable mutant strain like the Scalies, featuring strong characteristics of, well, beasts. Beastmen are always strongly associated with daemon worship and the spread of evil. Most often such creatures come up from the depths of the Abyss or the shores of the Sump but whispered tales also tell of Cultists transformed into Beastmen by their daemonic masters, or first-born children being hideously cursed by the dark gods and mutated into Beastmen.

Redemptionists and House Cawdor gangs regularly scour the Underhive for deviant scum whose appearance is as blasphemous as the Beastmen. Cultists revere Beastmen and keep them safe from the fanatics who would burn them alive. Cultists consider a Beastman to be a gift from the dark gods and believe them to be a sign of their coming power.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	4	2	3	1	7

SPECIAL RULES

Mutants. Beastmen are often mutated and if you have an appropriate model for one you can select a mutation from the list given above.

ALIENS

Mankind is not alone in the galaxy. Between the million worlds of the human Imperium whole systems lie under alien control. The Imperium has no friends among the stars, it treats all aliens with hostility and suspicion. Nonetheless some aliens find their way onto Necromunda for their own reasons: seeking lost artefacts, spying out defences, escaping pursuers, buying information and so on.

ELDAR SCOUTS

Rating: 250

The Eldar are an ancient race who live upon vast spacecraft called Craftworlds which are doomed to wander the galaxy forever. The Eldar are the most technologically advanced race in the galaxy and long ago they discovered a network of stable wormholes or tunnels which criss-cross the galaxy through the warp. The Eldar call this network of access points and tunnels the Webway, and it allows them to move rapidly from one point in space to another many light years away. Although the Webway is limited compared to the infinite destinations of the warp, it has entrances and exits at certain places which cannot be moved. The Eldar are always on the lookout for lost or hidden Webway gates, so that they can expand the number of worlds they can reach.

One of the many important tasks and missions that Eldar Scouts carry out is to search for hidden or lost Webway gates, and as such Eldar Scouts are very important to an Eldar Craftworld. Not only do Eldar Scouts infiltrate enemy lines and raid enemy positions, but they also investigate alien worlds, recover lost artefacts such as spirit stones, and keep an eye on important events on planets across the galaxy which might affect the Eldar race. Eldar Scouts could be upon Necromunda for any of these reasons and only the Scouts themselves will know what their mission is.

Eldar Scouts are masters of infiltration and sniper work. They meld into the background thanks to their cameleoline cloaks which hide them from all but the most observant of enemies. They are armed with the deadly needle sniper rifle which they fire with unnerving accuracy.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	8

SPECIAL RULES

Eldar Scout Skills. Marksman, Ambush, Infiltration.

Weapons. Eldar Scouts are armed with a needle sniper rifle (see the Rules for a full description). Eldar usually carry finely made laspistols as secondary weapons.

Armour. Eldar Scouts always wear mesh armour.

Wargear. Eldar Scouts wear concealing cameleoline capes which mimic the colours and textures of their surroundings. Because of these anyone shooting at an Eldar Scout has an additional -1 penalty to hit.

ORKS

Rating: 95

Orks are big, green and tough! Legends about Orks invariably revolve around how they can keep fighting with a bolter round through their head and a gut full of shrapnel. This is because they are a bio-engineered warrior race which was so successful that they eventually enslaved their creators and spread unchecked throughout the galaxy. Orks are undoubtedly the most widespread aliens in comparison with humans, though Ork space is split into hundreds of tiny empires which are ruled by rival Warlords and bosses.

Orks love to fight more than anything else, and spend most of their time fighting each other. However, once in a while a powerful Ork leader will start a Waaagh! – a surge of Ork invasions and conquests like a cross between a religious crusade and a gold rush. During a Waaagh! the anarchic hordes of Orks are unified into a terrifying war machine which even the Imperium can only hope to stop after a long and bloody war. In times past the fury of the Waaagh! has beaten against the armoured hives of Necromunda and it's possible that some Orks may still be lurking in the Underhive, or there may be bands of Ork pirates pursuing some nefarious deal with outlaw crime lords.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

SPECIAL RULES

Not Pinned. Because of their tough nature Orks are never pinned.

Armour. Orks always wear flak armour.

Weapons. Orks are usually armed with bolt pistols, axes and Frag grenades.

GRETCHIN

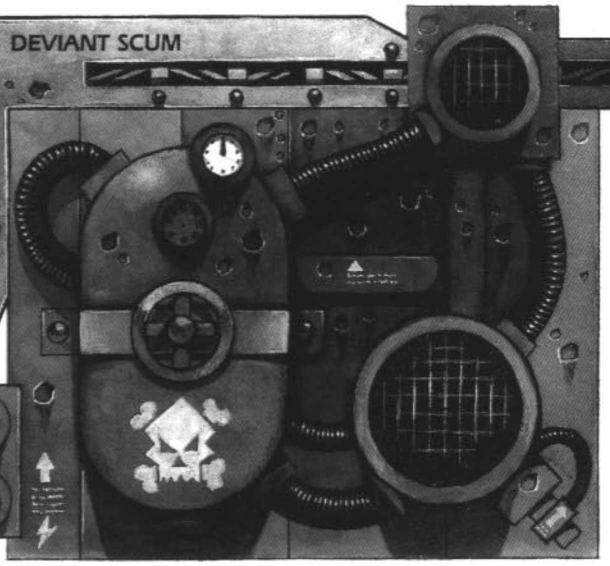
Rating: 40

Gretchin are not as strong and tough as their larger cousins, the Orks, but they are of the same race and share the same love of fighting. In normal Ork society Gretchin serve as a slave caste that performs all the boring, humdrum tasks the Orks can't be bothered with. Gretchin follow the larger Orks to war in an attempt to emulate their big brothers' deeds and earn some glory for themselves. On Necromunda Gretchin accompany the Orks on raids against gangs to get themselves food and equipment.

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	4	1	2	1	5

SPECIAL RULES

Weapons. Gretchin are usually armed with autoguns.



GENESTEALERS

Rating: 280

Genestealers are exceptionally dangerous alien creatures that are sometimes found on derelict space hulks, drifting through the interstellar void. Genestealers are intelligent and very cunning but they do not make use of tools or weapons of any sort. Instead they are able to implant their genetic material into a victim of a different "host" species (like humans). Once infected, a victim can be controlled by the psychic brood intelligence of the Genestealers, becoming completely dedicated to their cause and worshipping them like gods.

The implanted germ cell grows inside its host until it is ready to emerge. The Genestealer's genetic attributes are passed on in part to the offspring, creating monstrous hybrids whose own spawn will either be purestrain Genestealers or more human-seeming Hybrids. Genestealers themselves are almost bestial in appearance with a crouching stance, two powerful legs and four arms terminating in claws which are strong enough to tear through steel. They are preternaturally quick and deadly in hand-to-hand combat.

The Genestealers' slaves help to conceal and transport them to planets where they can implant more victims. The spread of Genestealer influence is slow and insidious as they are careful to avoid the attention of the authorities until they have gained enough power to try to take over a planet. Genestealer cults have been uncovered and mercilessly crushed several times on Necromunda by Imperial Inquisitors, but the Underhive remains an area which is impossible to cleanse thoroughly.

M	WS	BS	S	T	W	I	A	Ld
6	7	0	6	4	1	7	4	10

SPECIAL RULES

Psychology. Genestealers are immune to all psychology. They never test for fear, terror, or any of the psychological factors described in the Rules. Note, however, that Genestealers are still affected by Leadership tests like other fighters.

Pinning. Genestealers are never pinned by shooting hits because of their incredible reflexes and alien determination.

Chitinous Armour. Genestealers have thick chitinous hides which can absorb considerable damage. This gives a Genestealer an armour saving throw of 5 or 6 on a D6.

Fear. Genestealers are frightening alien creatures that cause fighters to test for *fear* as described in the advanced rules of the Rules.

GENESTEALER MAGUS

Rating: 190

The Genestealer Magus is a special mutation that develops within a 'Stealer brood after several generations. The Magus is almost human in appearance, although invariably bald and heavily boned. He is also highly intelligent, and because Genestealers instinctively seek out and infect latent psychically gifted individuals, he invariably has potent psychic powers. The Magus acts as the figurehead of a Genestealer cult, apparently leading the organisation while he in fact receives his instructions from the Genestealers' brood intelligence.

The Magus directs the brood's operations, sending Hybrids out to raid human habitations and dispatching Genestealers to implant their seed in more victims. He may well send some of the brood's more human members to infiltrate the planet's government or its defence forces, eroding its ability to fight and paving the way for the expansion of the brood.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

SPECIAL RULES

Wyrd Powers. The Magus has one Wyrd primary power and three Wyrd minor powers.

GENESTEALER HYBRIDS

Rating: 80-90

When a Genestealer implants its seed into a human, or any other creature, the resultant germ cell incubates within its host until it is ready to emerge. The hybrid child does not consume its parent, but as it develops it absorbs part of its host's brain. The parent becomes a slave of the infant it has spawned, and will go to any lengths to protect and nurture the monstrous thing. In this way the Genestealers infect human society with their monstrous brood. The Hybrids flock together and interbreed, producing more Hybrids and Genestealers.

Hybrids look like a cross between Genestealers and their parent humans, with between two and four arms, and combining attributes of both races to a varying degree. Some Hybrids are nearly entirely human in appearance, tending only to baldness and heavy bone structure. Others are almost pure Genestealers. Whilst Genestealers lack any kind of creative intelligence, Hybrids combine human intelligence with alien cunning, and are able to use weapons and interact secretly with humans. Hybrids may even exhibit Wyrd powers if they were spawned from a psychic host and the Genestealers will actively seek such hosts in order to strengthen their brood.

Hybrid Neophyte

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	3	1	5	1	8

Hybrid Acolyte

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

SPECIAL RULES

Psyker. Roll a D6 for each Hybrid Acolyte: on a roll of 6 the Acolyte has one Wyrd primary power and one Wyrd minor power. On a roll of 5 the Acolyte has just one minor power, and on a roll of 1-4 the Acolyte has no Wyrd powers.

CHAOS SPACE MARINES

Rating: 300

Millennia ago, the legends tell of a time when the Imperium was riven by civil war. Brother turned against brother in the bloodiest conflict mankind has ever known and even the Emperor's own warriors, the mighty Space Marines, betrayed him and followed their Warmaster to besiege the Imperial palace on Earth. The traitors were led astray by daemons from the warp, seduced with dreams of power and pride which drew them ever further along the path of damnation.

The pure and righteous followers of the Emperor defeated the Traitor Legions, but only at great cost to the Emperor himself. The defeated renegades fled to the Eye of Terror, a place where daemons walk and rule over enslaved mortal souls. The energies of the warp make time flow strangely in the Eye, and Chaos Space Marines live to this day, filled with bile and hatred against the Emperor and the Imperium they once helped to forge. Chaos Space Marine warships frequently slip past the Imperial blockade around the Eye of Terror to terrorise the space lanes, ravage worlds and wreak their vengeance upon mankind.

Hulking, heavily armoured Chaos Space Marines have been encountered in the Underhive in the past. It is thought that Cultists secretly seek their help in overthrowing the dynasty of Helmawr. The Cultists know that they could never resist the Imperial Space Marines that would be sent to destroy them if they seized power, but with the deadly Chaos Space Marines as their allies they might be able to withstand the Emperor's wrath.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	1	4	1	8

SPECIAL RULES

Weapons. Chaos Space Marines usually carry boltguns, bolt pistols and Frag grenades. Their weapons are well looked after and as such automatically pass Ammo rolls.

Armour. Chaos Space Marines wear power armour which confers a 3+ saving throw. Power armour is neurally linked to its wearer so it does not penalise his Initiative like carapace armour.

Skills. Rapid Fire – Bolt Weapons, True Grit.

Never Pinned. Chaos Space Marines are never pinned.

CHAOS CREATURES

Chaos creatures are beings from the warp, daemons and foul apparitions that can exist in real space for a limited period of time. Such entities can only enter real space by possessing the soul of a vulnerable Wyrd or through the arcane summonings of Cultists, but once they have breached the divide they can harm the fabric of reality and make it easier for others to follow. The terrible dangers such entities pose to the whole planet make it imperative for the authorities to hunt them down as quickly as possible, and even gangs may be deployed in the search.

Daemons come in all sorts of shapes and sizes but they are primarily aligned to one of the four great powers that exist in the warp, the dark gods of Chaos who seek the downfall of reality. The daemons of each of these powers are summarised below. First, however, there are some special rules which apply to all Chaos creatures because of their unique nature.

CHAOS SPECIAL RULES

Daemonic Aura. All daemons are surrounded by an aura of warp energy which sustains them in the material universe and fortifies them against physical harm. The aura works by giving the daemon a saving throw of 4 or more on a D6 against any shooting or close combat hit, damage from falling, etc. The 4+ saving throw is not modified by weapon or Strength saving throw modifiers – a roll of 4, 5 or 6 always saves. Because the daemonic aura is formed from warp energy it offers no protection at all against attacks using Wyrd powers.

Never Pinned. Daemons are never pinned by shooting attacks – did you really think they would be?

Injury. Daemons ignore flesh wounds, but 'down' and 'out of action' results affect them normally, representing a serious disruption of their manifested form. Daemons make recovery rolls at the end of their turn like any other model. Note that the rules for possessed Wyrds are different from these but they represent a very powerful daemon taking control of a Wyrd's body, not an entity manifesting itself from warp energy.

Fear. Daemons are obviously very dangerous, powerful supernatural creatures which will cause any mortal fighters to test for *fear* as described in the Rules.

KHORNATE DAEMONS

Khorne is the power in the warp associated with bloodshed, anger and violence. Khornate daemons are murderously violent and aggressive, with skins the colour of blood, twisting horns and sharp fangs. Khornate cultists summon daemons to slaughter their foes in bloody massacres, terrorising their enemies into obedience.

Flesh Hound

M	WS	BS	S	T	W	I	A	Ld	Rating
10	5	0	5	4	2	6	1	10	350

Bloodletter

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	300

SPECIAL RULES

Flesh Hound. Every Flesh Hound wears a collar of Khorne said to be forged from the heat of Khorne's rage. The power of the collar is to suck the energy of the warp from around it, fortifying the daemon and also protecting it from the psychic attacks of other foes. As a result no Wyrd or Ratskin Shaman power will affect a Flesh Hound.

Bloodletter. Bloodletters are armed with a deadly sword called a Hellblade. A Hellblade drips constantly with blood and glows with the heinous energies of Chaos. A Hellblade allows the Bloodletter a parry and causes not 1 wound on its victim but D3.

SLAANESHI DAEMONS

Slaanesh is the prince of pain and pleasure whose mortal followers are drawn to him by vice and lust. Slaaneshi daemons are seemingly delicate and yet deadly apparitions which can lure in the weak and lull the senses of even the strongest. Slaaneshi cultists wield power through corruption and blackmail, but their daemonic patrons are always on hand to eliminate those who cannot be seduced.

Daemonette

M	WS	BS	S	T	W	I	A	Ld	Rating
4	6	5	4	3	1	6	3	10	270

Fiend

M	WS	BS	S	T	W	I	A	Ld	Rating
6	3	0	3	3	1	3	3	8	190

Daemonette. Daemonettes exhibit the power to manipulate warp energy in subtle ways. Roll a power for each Daemonette on the Wyrd Minor Power Table. If the Daemonette rolls a primary power it will always be a Telepath power.

Fiend. The Fiend exudes a sweet odour which overwhelms the mind of their opponent with waves of soporific pleasure. Any foe in hand-to-hand combat with a Fiend counts any fumble rolls at double value – ie, any attack dice which score a 1 add not +1 but +2 to the enemy's combat score. At the same time, any critical hits caused by the Fiend's enemy are ignored.

TZEENTCHIAN DAEMONS

Tzeentch is the Chaos god worshipped by those who scheme for power and change. Tzeentch is a master of manipulating warp energy and secret patron to many of the most powerful Wyrds. Tzeentchian daemons are fickle and anarchic, crackling with warp energy and impulsiveness.

Pink Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	320

Blue Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	3	3	3	3	1	7	1	10	-

Flamer

M	WS	BS	S	T	W	I	A	Ld	Rating
9	3	5	5	4	2	4	2	10	440

SPECIAL RULES

Horrors. Horrors can manipulate warp energy with a snap of their fingers. Roll a power for each Horror on the Wyrd Minor Power Table. If the Horror rolls a primary power it can be of any kind. Also, when a Pink Horror goes down or out of action it divides into two Blue Horrors immediately. Remove the Pink Horror model and replace it with two Blue Horrors. These fight on in the place of the Pink Horror until they go out of action and are removed. Note that neither the Pink nor the Blue Horrors receive the normal daemon saving throw on behalf of their aura.

Flamers. Flamers move by bounding – they can move over any obstacles or intervening models without penalty. Flamers can leap up a single level on a building but they don't need to use a ladder because they jump. Each level they leap up like this takes up the 3" of movement as per normal. Flamers can shoot flame in the shooting phase. The flame has a range of 6" and any target struck sustains D6 Strength 3 hits. Flamers also use their flames to engulf and destroy enemy in hand-to-hand combat. To represent this, each wounding hit from a flamer causes not 1 wound but D3 wounds.

NURGLE DAEMONS

Nurgle is the lord of pestilence and decay. His mortal servants are foul, disease-ridden wretches who pray for release from their torment. Nurgle daemons are grotesque monstrosities covered with weeping lesions, bright swellings and dripping sores. The threat posed by the servants of Nurgle to the densely packed population of a hive is almost too terrible to contemplate.

Plaguebearer

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	270

Beast

M	WS	BS	S	T	W	I	A	Ld	Rating
3	3	0	3	5	3	3	D6	6	320

SPECIAL RULES

Plaguebearer. Plaguebearers wield swords that drip with virulent, diseased slime. Any model that suffers a wound from the Plaguebearer's sword will be taken out of action on a D6 roll of 4 or more regardless of the number of wounds it has remaining. The Plaguebearer is surrounded by a black cloud of flies that feed upon his putrid skin. When the Plaguebearer is fighting these vile creatures fly into the eyes and mouths of their enemies, clogging their ears and crawling up their nostrils. Any enemy fighting a Plaguebearer must deduct -1 from his hand-to-hand combat score due to the distraction of the Plaguebearer's flies.

Beast of Nurgle. The Beast of Nurgle has D6 attacks in hand-to-hand combat from its slimy tentacles. This is determined every combat round. The slime automatically penetrates any armour that the victim has, so no armour saving throw is permitted for models wounded by the Beast. As the Beast of Nurgle moves it leaves a noisome (and poisonous) slime trail behind it. This makes it impossible for a large number of foes to attack the Beast without becoming caught up in the slime trail. To represent this factor, multiple attackers do not receive the usual bonuses when attacking the Beast: they do not receive the +1 attack dice for each attacker after the first, nor the +1 close combat modifier for each attacker after the first.

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HOUSE DELAQUE LEADER

DELAQUE LEADER WITH BOLTGUN AND POWER AXE
05990241π7

HOUSE DELAQUE HEAVIES

A COMPLETE DELAQUE HEAVY WITH FLAMER CONSISTS OF:
1 x DELAQUE FLAMER BODY
1 x DELAQUE FLAMER PACK

DELAQUE FLAMER BODY
059902213

DELAQUE FLAMER PACK
059902214

DELAQUE HEAVY WITH FLAMER

A COMPLETE DELAQUE HEAVY WITH LASCANNON CONSISTS OF:
1 x DELAQUE LASCANNON BODY
1 x DELAQUE LASCANNON PACK
1x DELAQUE LASCANNON

DELAQUE LASCANNON BODY
059902220

DELAQUE LASCANNON PACK
059902222

DELAQUE LASCANNON
059902221

DELAQUE HEAVY WITH LASCANNON

HOUSE DELAQUE GANGERS

DELAQUE WITH AUTOGUN 2
059902319

DELAQUE WITH LASGUN 3
059902315

DELAQUE WITH LASGUN 4
059902316

DELAQUE WITH SHOTGUN 2
059902318

Designed by Alan Perry

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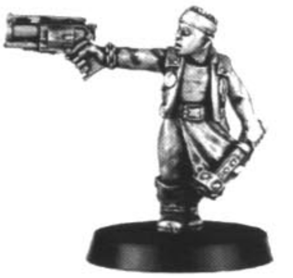
HOUSE ORLOCK JUVES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WITH STUB GUN AND CLUB**
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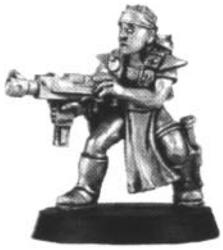
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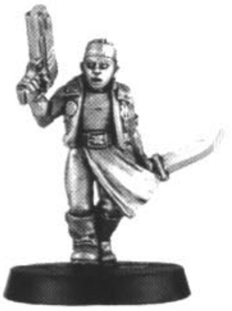
**ORLOCK JUVE WITH
STUB GUN**
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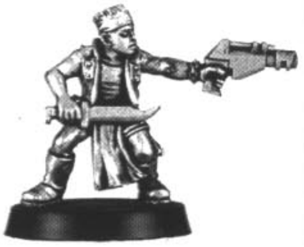
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LASPISTOL**
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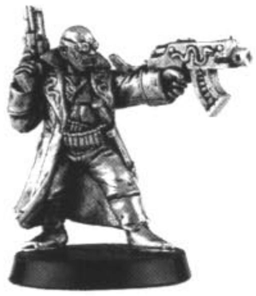
HOUSE DELAQUE LEADER


**DELAQUE LEADER
WITH BOLTGUN**
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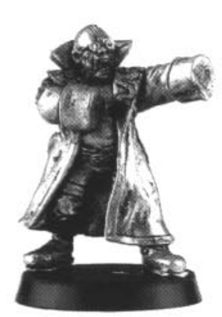
HOUSE DELAQUE HEAVY

**A COMPLETE DELAQUE HEAVY
WITH HEAVY STUBBER
CONSISTS OF:**
1 x DELAQUE HEAVY STUBBER BODY
1 x DELAQUE HEAVY STUBBER
1 x HEAVY DELAQUE STUBBER BACKPACK


**DELAQUE HEAVY
STUBBER BODY**
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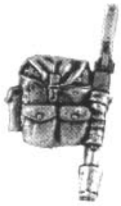
**DELAQUE HEAVY
STUBBER PACK**
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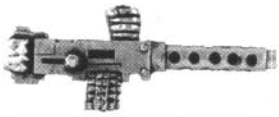
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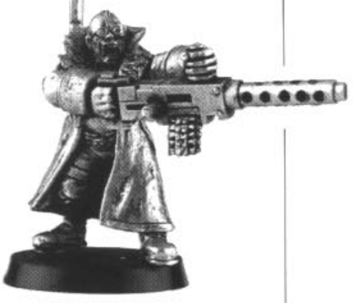
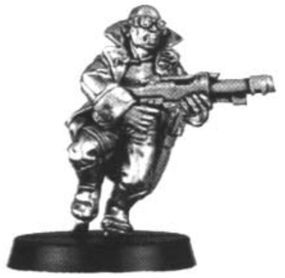

**DELAQUE HEAVY
WITH HEAVY STUBBER**

HOUSE DELAQUE GANGERS


DELAQUE WITH LASGUN 1
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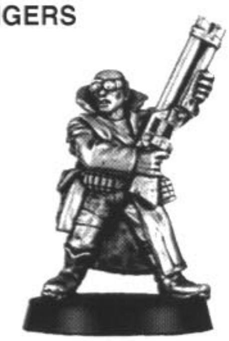
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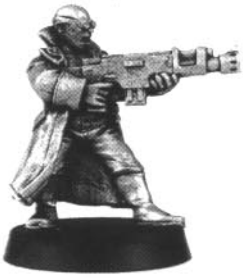
DELAQUE WITH AUTOGUN 1
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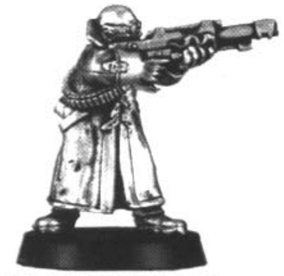
DELAQUE WITH LASGUN 2
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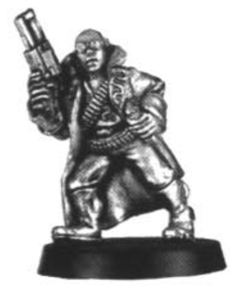
HOUSE DELAQUE JUVES


DELAQUE JUVE WITH STUB GUN 1
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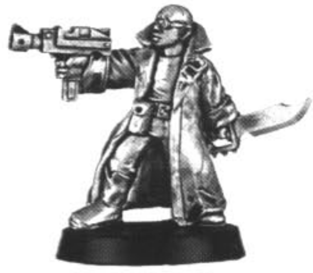
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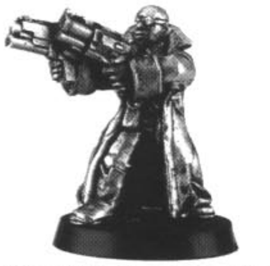
DELAQUE JUVE WITH STUB GUNS
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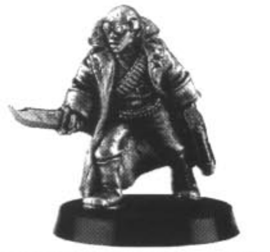
DELAQUE JUVE WITH STUB GUN 2
059902111

Delaque designed by Alan Perry, Orlock Juves designed by Michael Perry

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NECROMUNDA™

HOUSE ORLOCK LEADERS

ORLOCK LEADER WITH MELTA-GUN AND LASPISTOL
059905723

ORLOCK LEADER WITH BOLTGUN AND AXE
059900207

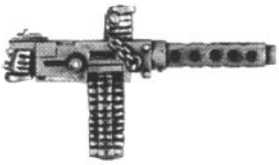
HOUSE ORLOCK HEAVIES

A COMPLETE ORLOCK HEAVY CONSISTS OF:
1x ORLOCK HEAVY BODY
1x HEAVY WEAPON
1x HEAVY BACKPACK

ORLOCK HEAVY BOLTER BODY
059905513

ORLOCK HEAVY BOLTER
059905514

ORLOCK HEAVY WITH HEAVY BOLTER



ORLOCK HEAVY STUBBER
059900209

ORLOCK HEAVY STUBBER BACKPACK
059900210

ORLOCK HEAVY BOLTER BACKPACK
059905515

ORLOCK FLAMER BACKPACK
059905518

ORLOCK FLAMER
059905517

ORLOCK HEAVY STUBBER BODY
059900208

ORLOCK HEAVY WITH HEAVY STUBBER

ORLOCK FLAMER BODY
059905516

ORLOCK HEAVY WITH FLAMER

HOUSE ORLOCK GANGERS

ORLOCK WITH LASGUN 1
059905622

ORLOCK WITH AUTOGUN 1
059900202

ORLOCK WITH AUTOGUN AND STUB GUN
059905621

ORLOCK WITH LASGUN 2
059900201

ORLOCK WITH SHOTGUN
059900204

ORLOCK WITH AUTOGUN 2
059905619

ORLOCK WITH STUB GUN AND PICK
059905620

ORLOCK WITH AUTOPISTOL
059900203

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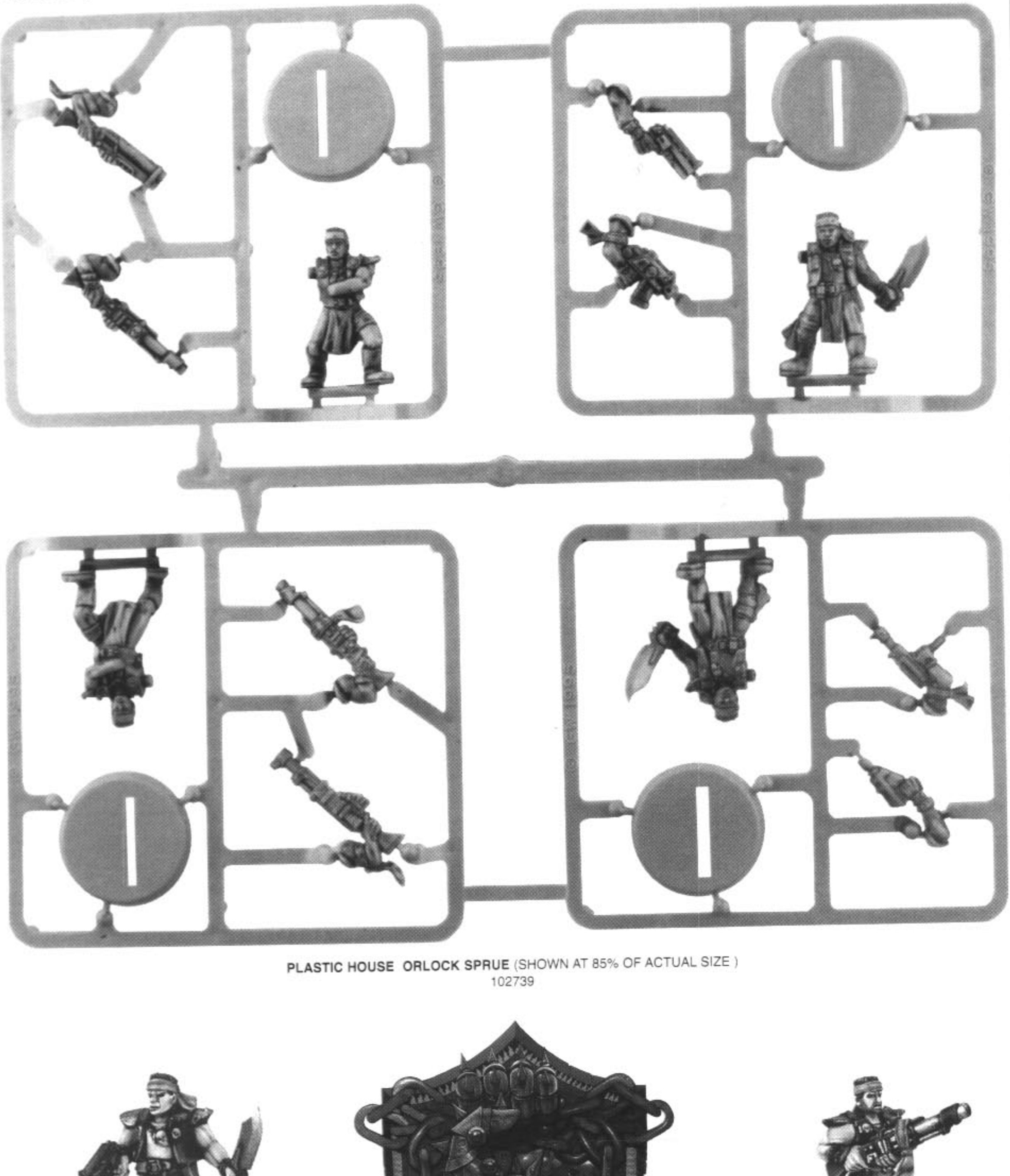
HOUSE ORLOCK PLASTICS



PLASTIC HOUSE ORLOCK SPRUE (SHOWN AT 85% OF ACTUAL SIZE)
102739

PLASTIC ORLOCK GANGER ARMED WITH A STUBGUN AND KNIFE

PLASTIC ORLOCK GANGER ARMED WITH A LASGUN

Designed by Michael and Alan Perry

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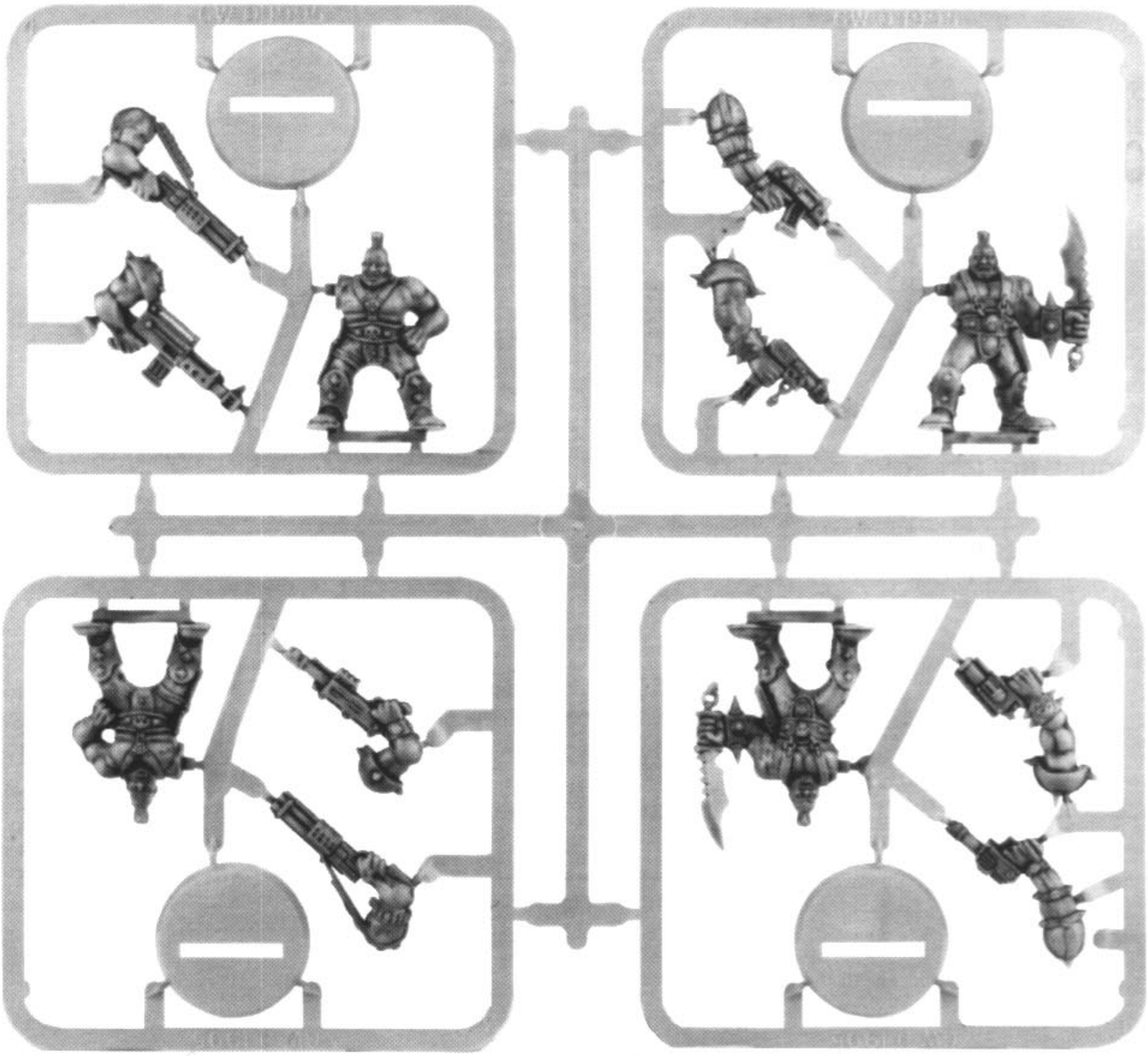
HOUSE GOLIATH PLASTICS



PLASTIC HOUSE GOLIATH SPRUE (SHOWN AT 90% OF ACTUAL SIZE)
102740

PLASTIC GOLIATH GANGER ARMED WITH AN AUTOPISTOL AND SWORD

PLASTIC GOLIATH GANGER ARMED WITH AN AUTOGUN

Designed by Gary Morley

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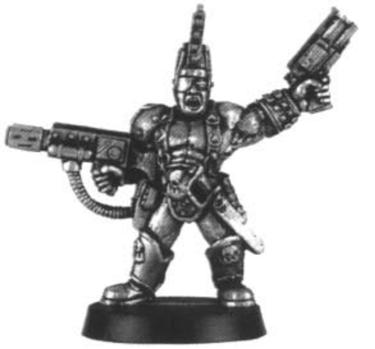
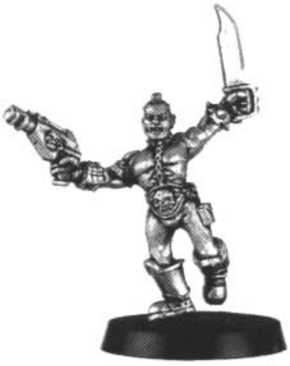
HOUSE GOLIATH LEADER



GOLIATH LEADER WITH MELTAGUN AND STUB GUN
059901218

HOUSE GOLIATH JUVES



GOLIATH JUVE WITH LASPISTOL 2
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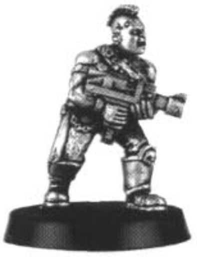
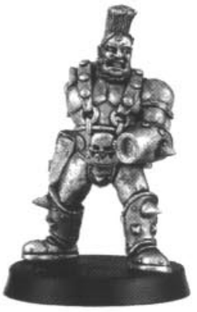


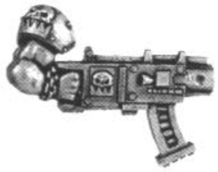
GOLIATH JUVE WITH AUTOPISTOL
059906212

HOUSE GOLIATH HEAVY

A COMPLETE GOLIATH HEAVY CONSISTS OF:
1 x GOLIATH HEAVY BODY
1 x GOLIATH HEAVY BACKPACK
1 x GOLIATH HEAVY BOLTER



GOLIATH HEAVY BOLTER BODY
059901013



GOLIATH HEAVY BOLTER
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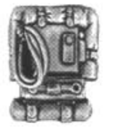

GOLIATH HEAVY BOLTER BACK PACK
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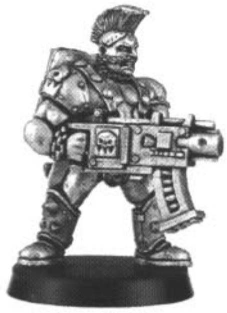
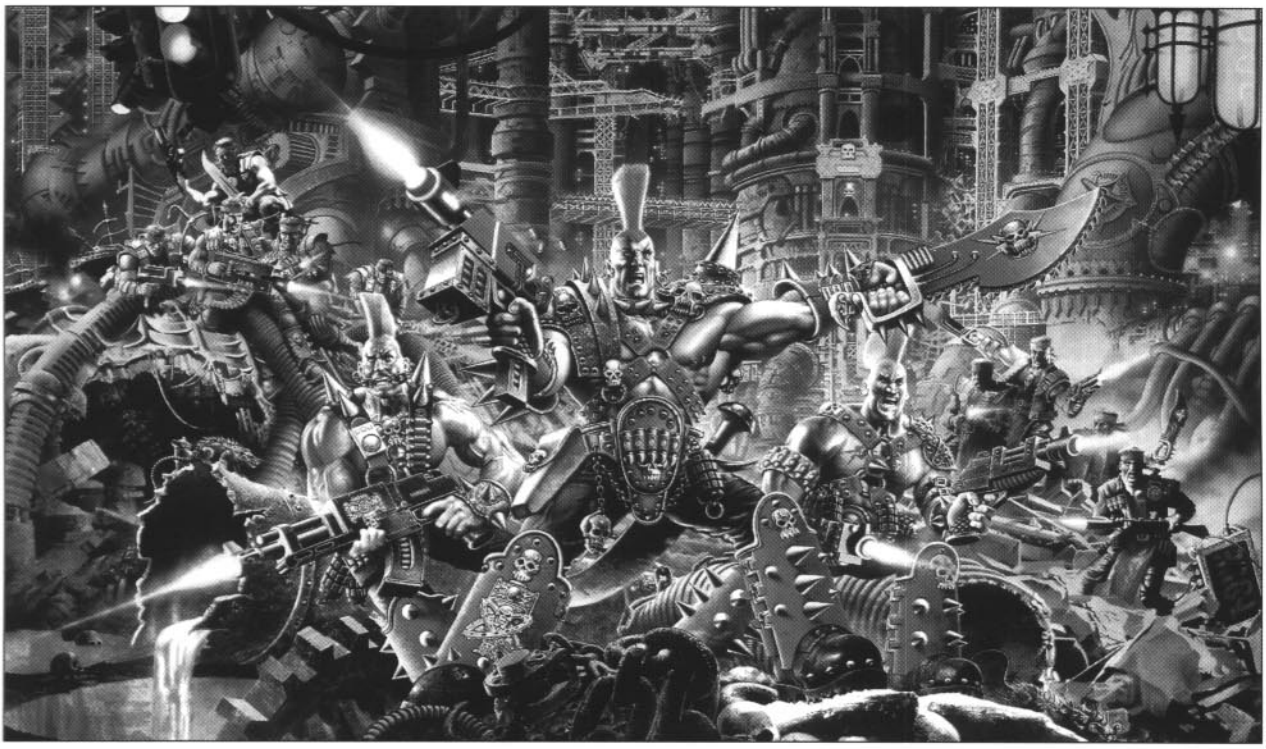


GOLIATH HEAVY WITH HEAVY BOLTER

Designed by Gary Morley



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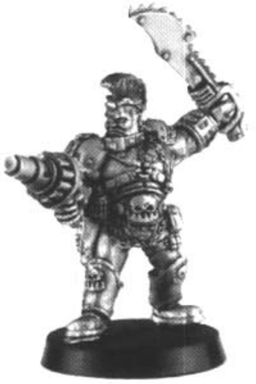
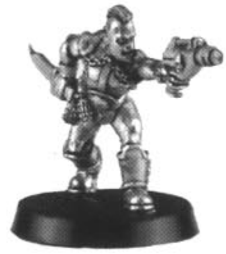
HOUSE GOLIATH LEADER

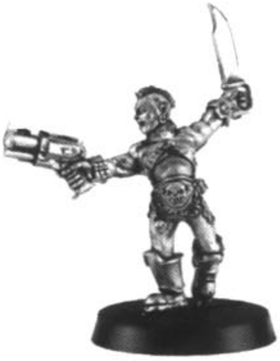


GOLIATH LEADER WITH CHAINSWORD AND GRENADE LAUNCHER
059900310

HOUSE GOLIATH JUVES

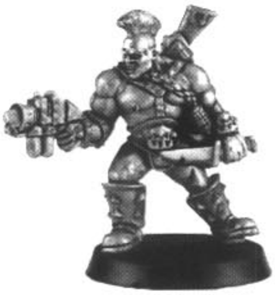


GOLIATH JUVE WITH LASPISTOL 1
059900302

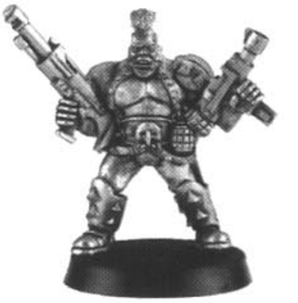


GOLIATH JUVE WITH STUB GUN
059900301

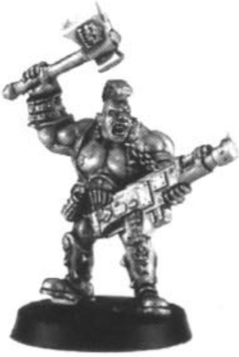
HOUSE GOLIATH GANGERS



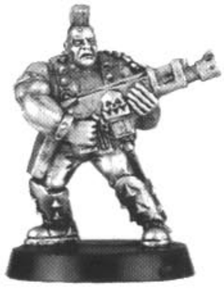
GOLIATH WITH HAND FLAMER
059900306



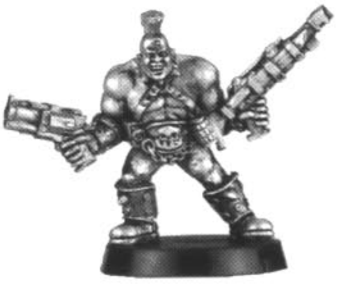
GOLIATH WITH LASGUN AND AUTOPISTOL
059901116



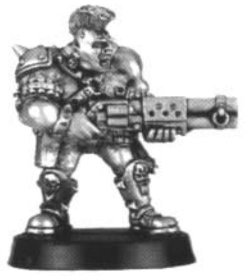
GOLIATH WITH AUTOGUN AND AXE
059901117



GOLIATH WITH AUTOGUN
059900303



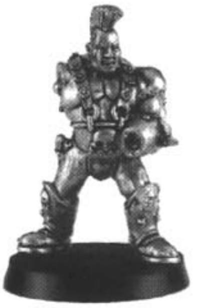
GOLIATH WITH LASGUN AND STUB GUN
059900305



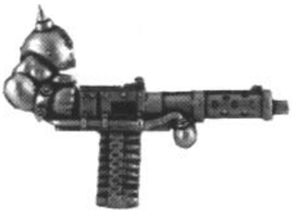
GOLIATH WITH SHOTGUN
059900304

HOUSE GOLIATH HEAVY

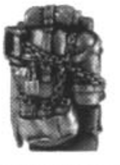
A COMPLETE GOLIATH HEAVY CONSISTS OF:
1 x GOLIATH HEAVY BODY
1 x GOLIATH HEAVY BACKPACK
1 x GOLIATH HEAVY STUBBER



GOLIATH HEAVY STUBBER BODY
059900307



GOLIATH HEAVY STUBBER
059900308



GOLIATH HEAVY STUBBER BACKPACK
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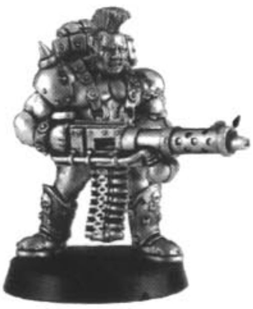

GOLIATH HEAVY WITH HEAVY STUBBER

Designed by Gary Morley

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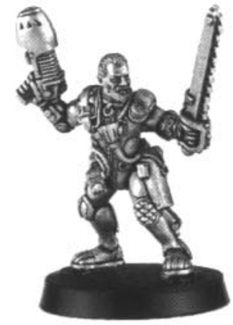
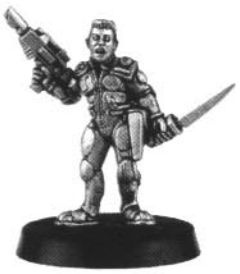
HOUSE VAN SAAR LEADER

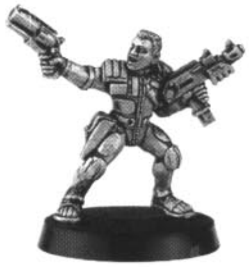


VAN SAAR LEADER WITH
PLASMA PISTOL AND CHAINSWORD
059905010

HOUSE VAN SAAR JUVES

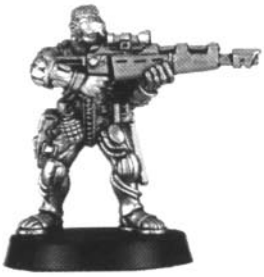


VAN SAAR JUVE
WITH LASPSITOL
059900505

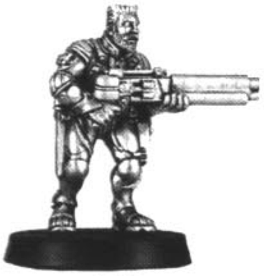


VAN SAAR JUVE
WITH AUTOPISTOL AND STUBGUN
059900506

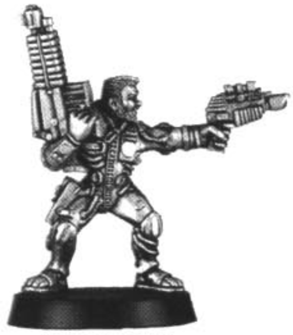
HOUSE VAN SAAR GANGERS



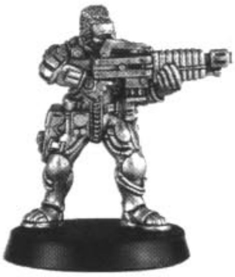
VAN SAAR
WITH LASGUN
059900502



VAN SAAR
WITH SHOTGUN
059900501



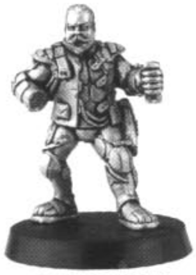
VAN SAAR WITH
AUTOGUN AND LASPISTOL
059900503



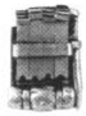
VAN SAAR
WITH AUTOGUN
059900504

HOUSE VAN SAAR HEAVIES

A COMPLETE VAN SAAR HEAVY WITH
HEAVY STUBBER CONSISTS OF:
1 x VAN SAAR HEAVY STUBBER BODY
1 x VAN SAAR HEAVY STUBBER
1 x VAN SAAR HEAVY STUBBER PACK

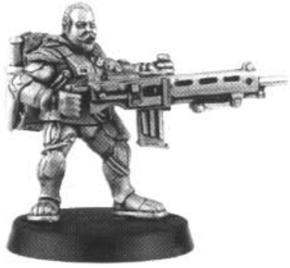


VAN SAAR HEAVY
STUBBER BODY
059900507



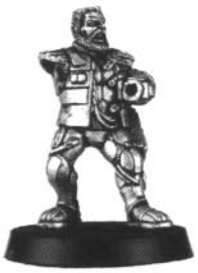
VAN SAAR HEAVY
STUBBER PACK
059900509

VAN SAAR HEAVY STUBBER
059900508



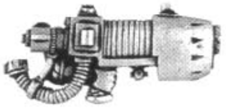
VAN SAAR HEAVY
WITH HEAVY STUBBER

A COMPLETE VAN SAAR HEAVY WITH
HEAVY PLASMA GUN CONSISTS OF:
1 x VAN SAAR HEAVY PLASMA GUN BODY
1 x VAN SAAR HEAVY PLASMA GUN
1 x VAN SAAR HEAVY PLASMA GUN PACK

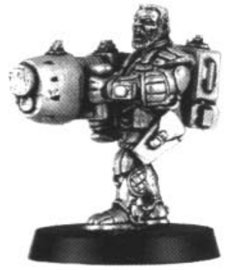


VAN SAAR HEAVY
PLASMA GUN BODY
059901813

VAN SAAR HEAVY
PLASMA GUN BACK PACK
059901815



VAN SAAR HEAVY PLASMA GUN
059901814



VAN SAAR HEAVY
WITH HEAVY PLASMA GUN

CITADEL® MINIATURES

Designed by Gary Morley

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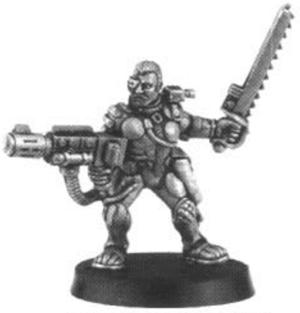
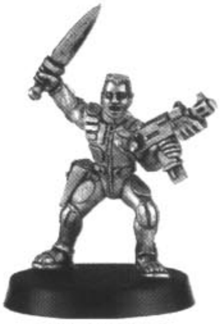
HOUSE VAN SAAR LEADER

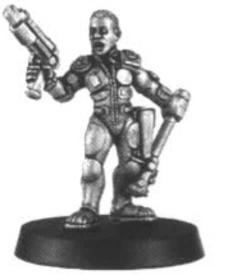


VAN SAAR LEADER WITH
MELTA-GUN AND CHAINSWORD
059902023

HOUSE VAN SAAR JUVES

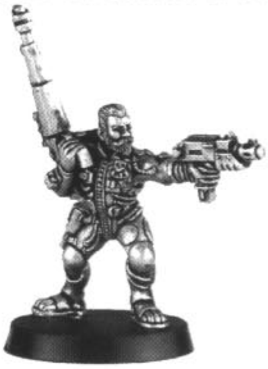


VAN SAAR JUVE
WITH AUTOPISTOL
059901711

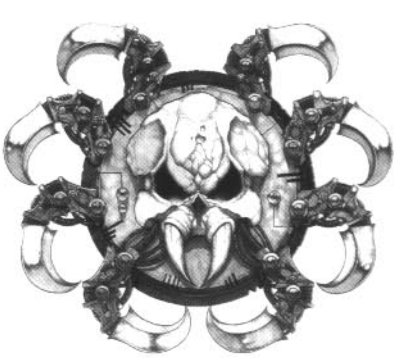


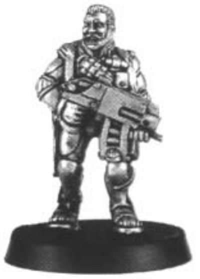
VAN SAAR JUVE
WITH STUB GUN AND CLUB
059901712

HOUSE VAN SAAR GANGERS



VAN SAAR
WITH LASGUN AND AUTOPISTOL
059901919





VAN SAAR
WITH BOLTGUN
059901920

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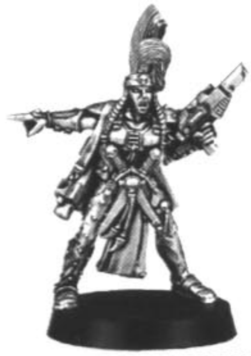
HOUSE ESCHER LEADERS


ESCHER LEADER WITH BOLT GUN AND LASPISTOL
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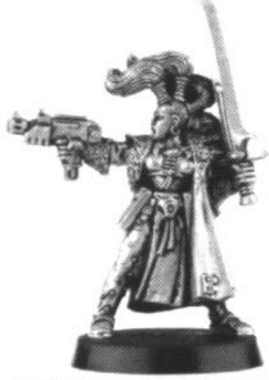
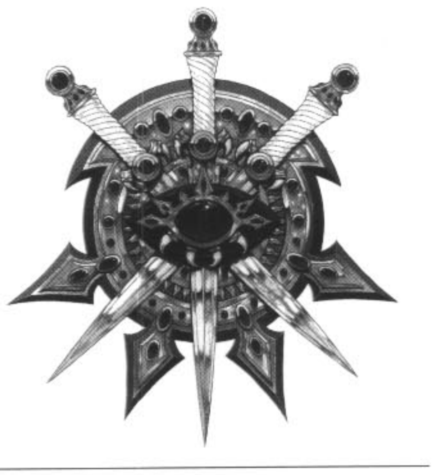
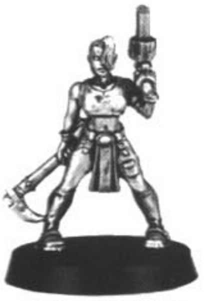
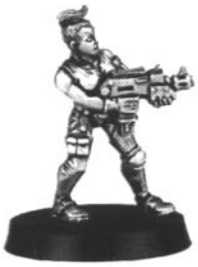
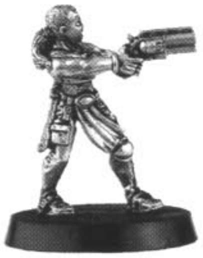

ESCHER LEADER WITH AUTOPISTOL AND POWER SWORD
059901627



HOUSE ESCHER JUVES


ESCHER JUVE WITH STUB GUN AND PICK
059900405


ESCHER JUVE WITH AUTOPISTOL
059900406


ESCHER JUVE WITH STUB GUN
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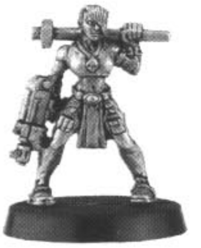
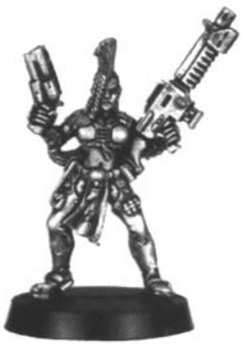

ESCHER JUVE WITH AUTOPISTOL AND CLUB
059901312

HOUSE ESCHER GANGERS


ESCHER WITH AUTOGUN AND STUB GUN
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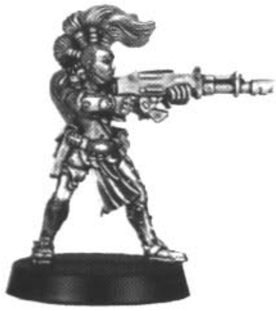
ESCHER WITH LASGUN 1
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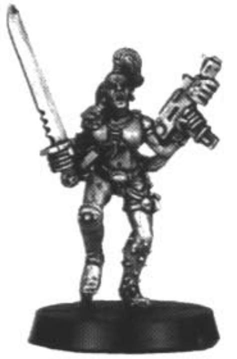
ESCHER WITH AUTOPISTOL AND SWORD
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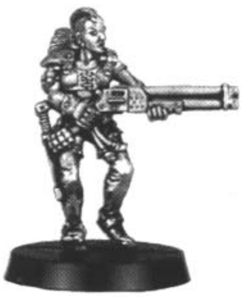
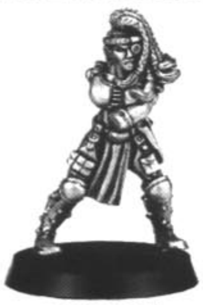
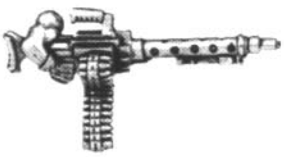

ESCHER WITH SHOTGUN
059900404

HOUSE ESCHER HEAVY

A COMPLETE ESCHER HEAVY CONSISTS OF:
1 x ESCHER HEAVY STUBBER BODY
1 x HEAVY STUBBER BACKPACK
1 x ESCHER HEAVY STUBBER


ESCHER HEAVY STUBBER BODY
059900407


ESCHER HEAVY STUBBER
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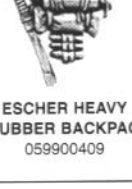
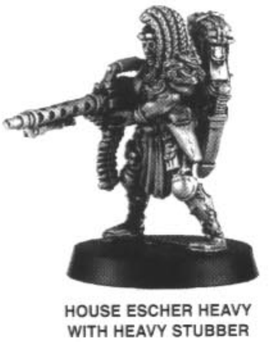

ESCHER HEAVY STUBBER BACKPACK
059900409


HOUSE ESCHER HEAVY WITH HEAVY STUBBER

Designed by Jes Goodwin

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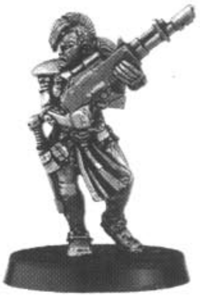
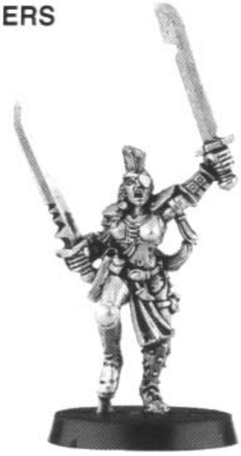
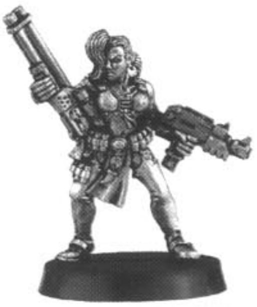
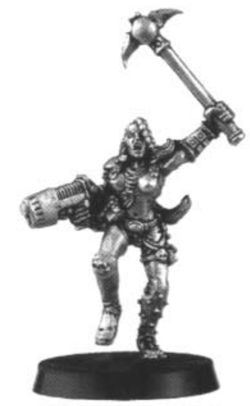
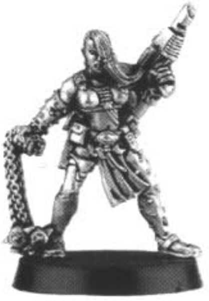
HOUSE ESCHER GANGERS

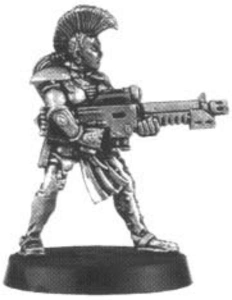

ESCHER WITH
LASGUN 2
059901520

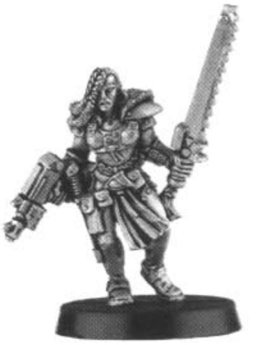

ESCHER WITH
TWO SWORDS
059901524

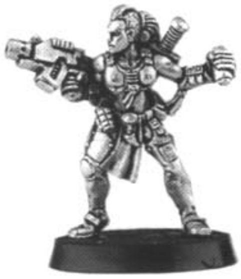

ESCHER WITH SHOTGUN
AND AUTO PISTOL
059901522


ESCHER WITH PLASMA
PISTOL AND CLUB
059901519

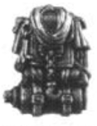

ESCHER WITH
LASPISTOL AND FLAIL
059901525

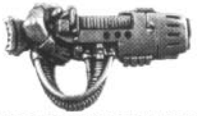

ESCHER WITH
AUTOGUN
059901521

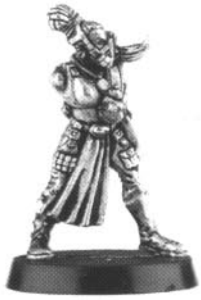

ESCHER WITH
AUTO PISTOL AND CHAINSWORD
059901526

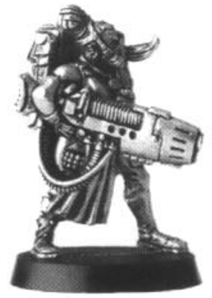

ESCHER WITH
BOLT PISTOL AND GRENADE
059901523

HOUSE ESCHER HEAVY

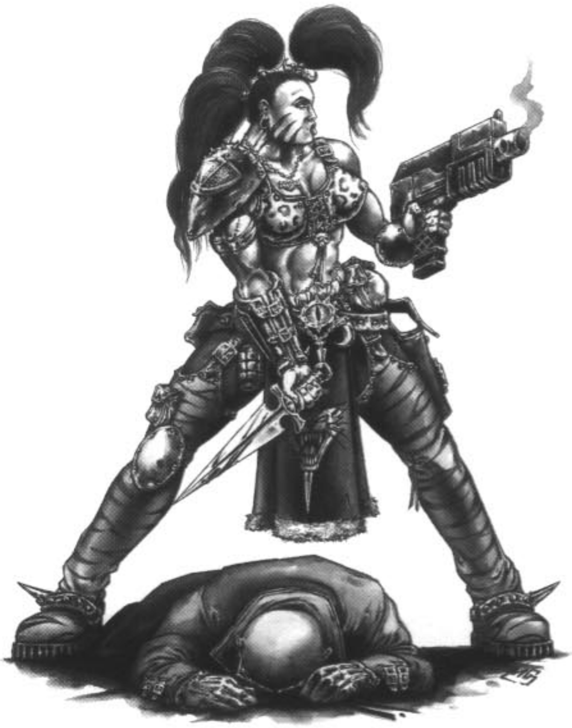

ESCHER HEAVY PLASMA
GUN BACKPACK
059901415


ESCHER HEAVY PLASMA GUN
059901414


ESCHER HEAVY
PLASMA GUN BODY
059901413


HOUSE ESCHER HEAVY
WITH HEAVY PLASMA GUN

A COMPLETE ESCHER HEAVY
CONSISTS OF:
1 x ESCHER HEAVY
PLASMA GUN BODY
1 x ESCHER HEAVY
PLASMA GUN BACKPACK
1 x ESCHER HEAVY
PLASMA GUN



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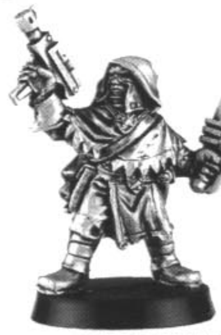
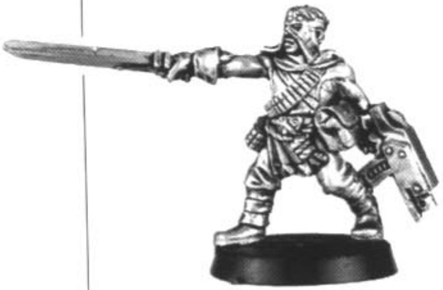
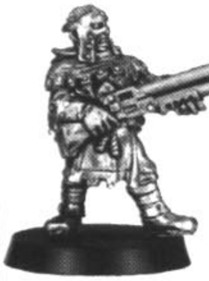
NECROMUNDA™

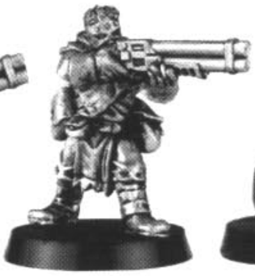
HOUSE CAWDOR LEADERS

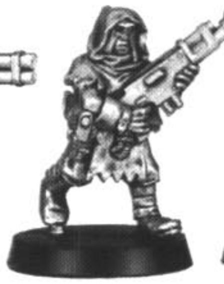

CAWDOR LEADER WITH
AUTOPISTOL AND CHAINSWORD
059900111


CAWDOR LEADER WITH
BOLTGUN AND POWER SWORD
059906121

HOUSE CAWDOR GANGERS


CAWDOR
WITH SHOTGUN 1
059900104


CAWDOR
WITH SHOTGUN 2
059906020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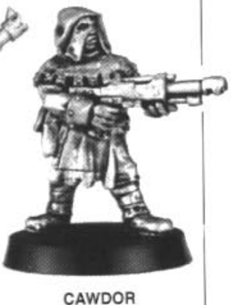
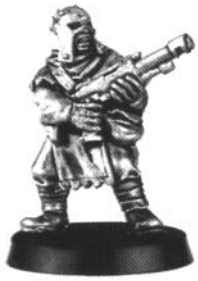
WITH AUTOGUN 1
059900101


CAWDOR
WITH LASGUN 1
059906018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WITH LASGUN 2
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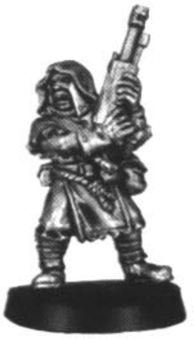
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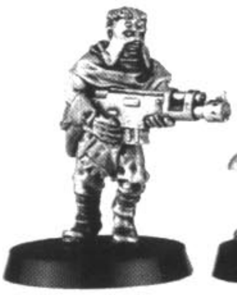
WITH LASGUN 3
059900103


CAWDOR
WITH AUTOGUN 2
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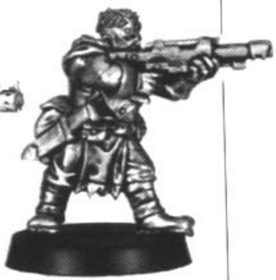
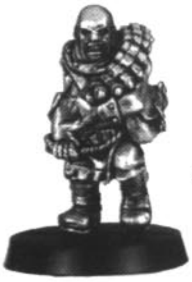
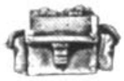
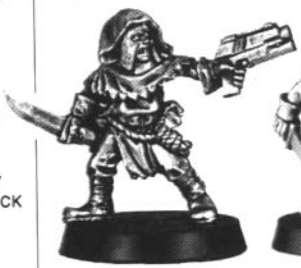

CAWDOR
WITH LASGUN 4
059900102

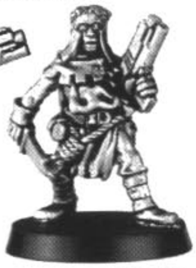
HOUSE CAWDOR HEAVIES

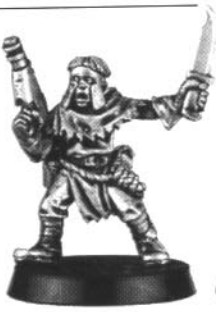

CAWDOR
HEAVY STUBBER BODY
059900107

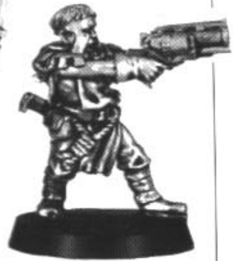

CAWDOR HEAVY
STUBBER BACKPACK
059900109

HOUSE CAWDOR JUVES

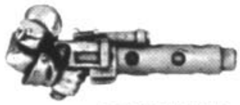

CAWDOR JUVE
WITH STUB GUN 1
059900106


CAWDOR JUVE WITH
STUB GUN 2
059905812


CAWDOR JUVE WITH
LASPISTOL
059905813


CAWDOR JUVE WITH
STUB GUN 3
059900105

**A COMPLETE CAWDOR
HEAVY CONSISTS OF:**
1x CAWDOR HEAVY BODY
1x HEAVY WEAPON
1x HEAVY BACKPACK


CAWDOR HEAVY STUBBER
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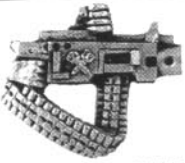
CAWDOR HEAVY BOLTER
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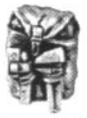
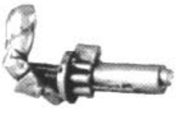

CAWDOR HEAVY
BACKPACK
059905916


CAWDOR GRENADE LAUNCHER
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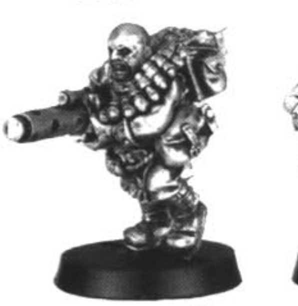
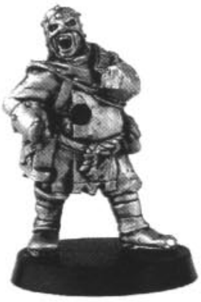
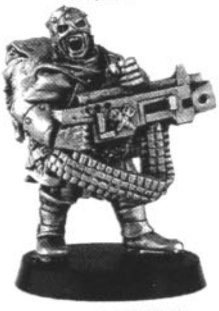
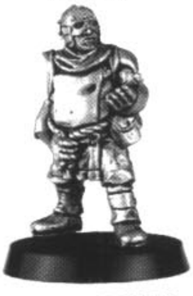
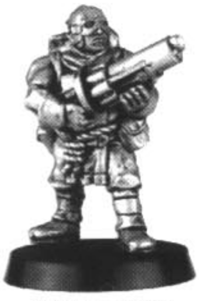

CAWDOR HEAVY
WITH HEAVY STUBBER


CAWDOR HEAVY
BOLTER BODY
059905922


CAWDOR HEAVY
WITH HEAVY BOLTER


CAWDOR GRENADE
LAUNCHER BODY
059905914


CAWDOR HEAVY
WITH GRENADE LAUNCHER

Designed by Alan Perry

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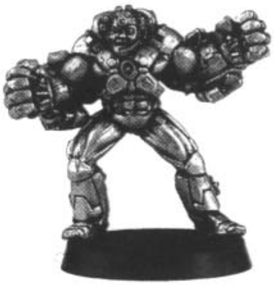
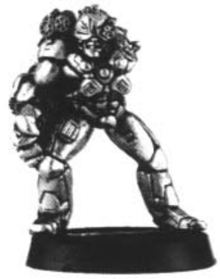
NECROMUNDA™

SPYRE HUNTER – ORRUS

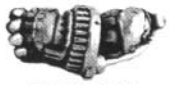


ORRUS 1
059902801

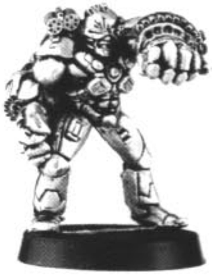


ORRUS BODY 2
059902802

A COMPLETE SPYRE HUNTER
ORRUS 2 CONSISTS OF:
1 x ORRUS BODY 2
1 x ORRUS ARM

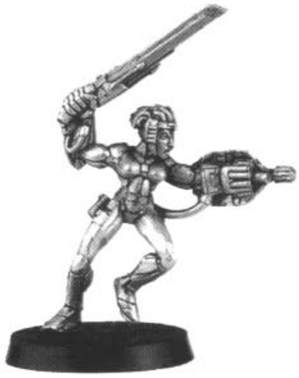


ORRUS ARM
059902808

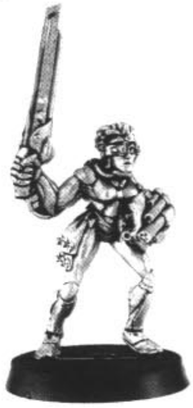


SPYRE HUNTER ORRUS 2

SPYRE HUNTER – JAKARA

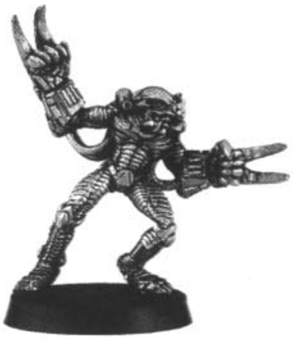


JAKARA 1
059903109

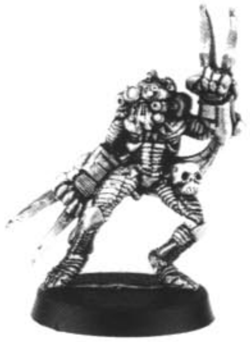


JAKARA 2
059903110

SPYRE HUNTER – MALCADON



MALCADON 1
059902903



MALCADON 2
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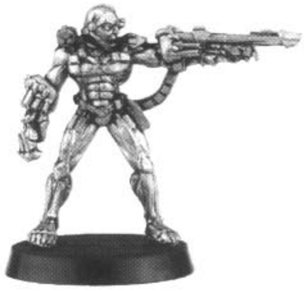
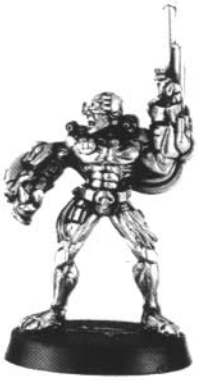
SPYRE HUNTER – YELD

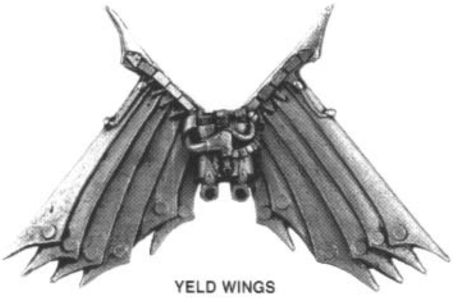


YELD BODY 1
059903005

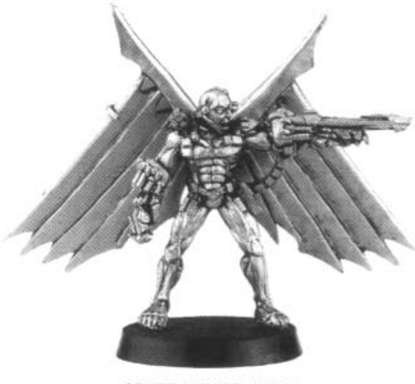


YELD BODY 2
059903007

A COMPLETED SPYRE HUNTER
YELD CONSISTS OF:
1 x YELD BODY
1 x YELD WINGS



YELD WINGS
059903006



SPYRE HUNTER YELD

Designed by Aly Morrison

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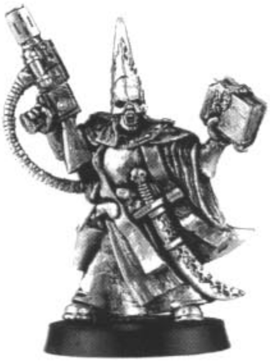
NECROMUNDA™

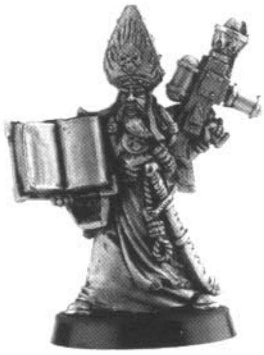
REDEMPTOR PRIEST



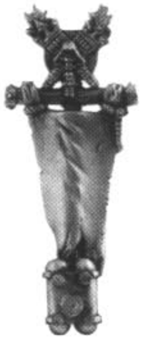
REDEMPTOR PRIEST
059900709

ARCH ZEALOT OF THE REDEMPTION

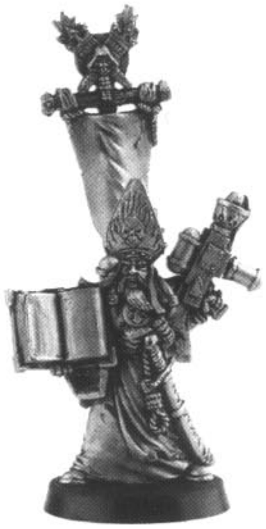
A COMPLETED ARCH ZEALOT
CONSISTS OF:
1 x ARCH ZEALOT BODY
1 x ARCH ZEALOT BACK BANNER



ARCH ZEALOT BODY
059903401



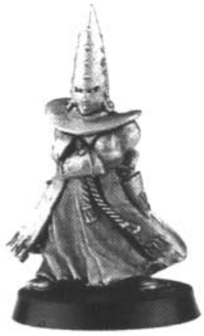
ARCH ZEALOT
BACK BANNER
059903402



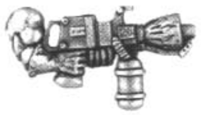
ARCH ZEALOT

REDEMPTIONIST DEACON

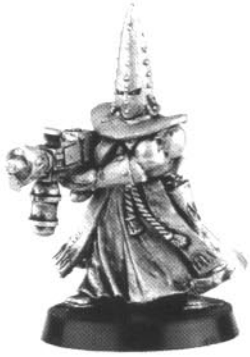
A COMPLETED DEACON
CONSISTS OF:
1 x DEACON BODY
1 x DEACON FLAMER ARM



DEACON BODY
059900707

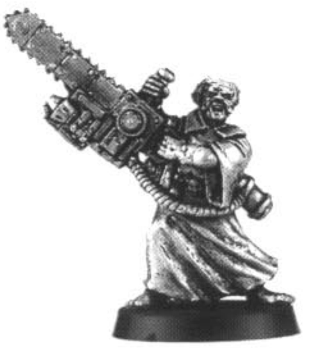


DEACON FLAMER ARM
059900708



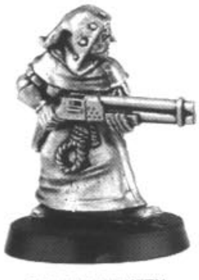
DEACON WITH FLAMER

REDEMPTIONIST ZEALOT

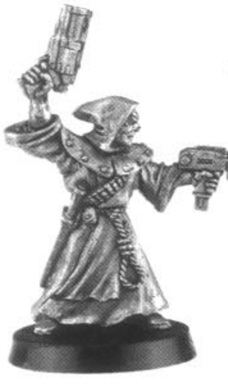


ZEALOT WITH EVISCERATOR
059900706

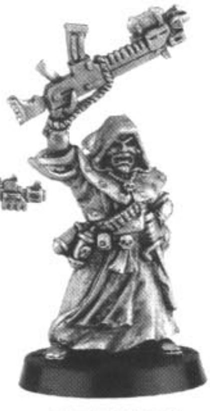
REDEMPTIONIST BRETHREN



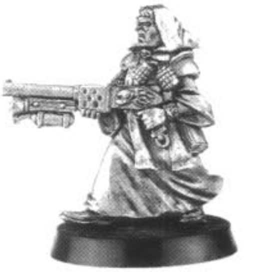
BRETHREN WITH
SHOTGUN 1
059900702



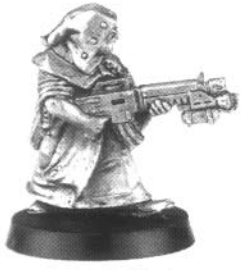
BRETHREN WITH
STUB GUN AND AUTOPISTOL
059900704



BRETHREN WITH
AUTOGUN 1
059900703



BRETHREN WITH
SHOTGUN 2
059900701



BRETHREN WITH
AUTOGUN 2
059900705

Designed by Gary Morley

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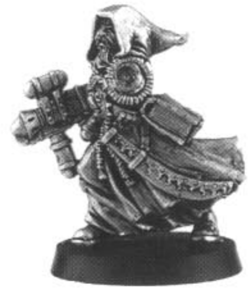
NECROMUNDA™

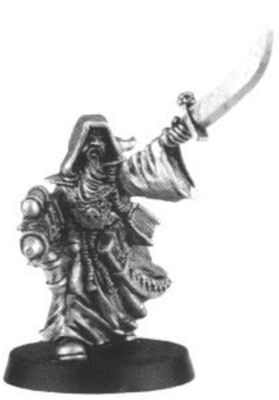
REDEMPTOR PRIEST

A COMPLETED REDEMPTOR PRIEST CONSISTS OF:
1 x REDEMPTOR PRIEST BODY
1 x REDEMPTOR PRIEST SWORD ARM



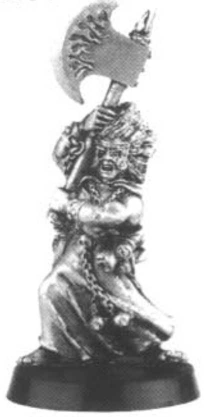
REDEMPTOR PRIEST BODY
059903812

REDEMPTOR PRIEST SWORD ARM
059903813



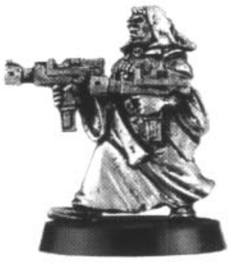
REDEMPTOR PRIEST

REDEMPTIONIST ZEALOT



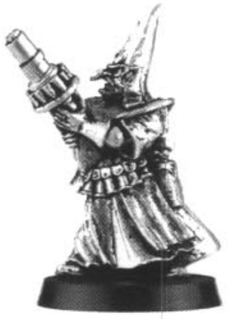
ZEALOT WITH MASSIVE AXE
059903914

REDEMPTIONIST BRETHREN

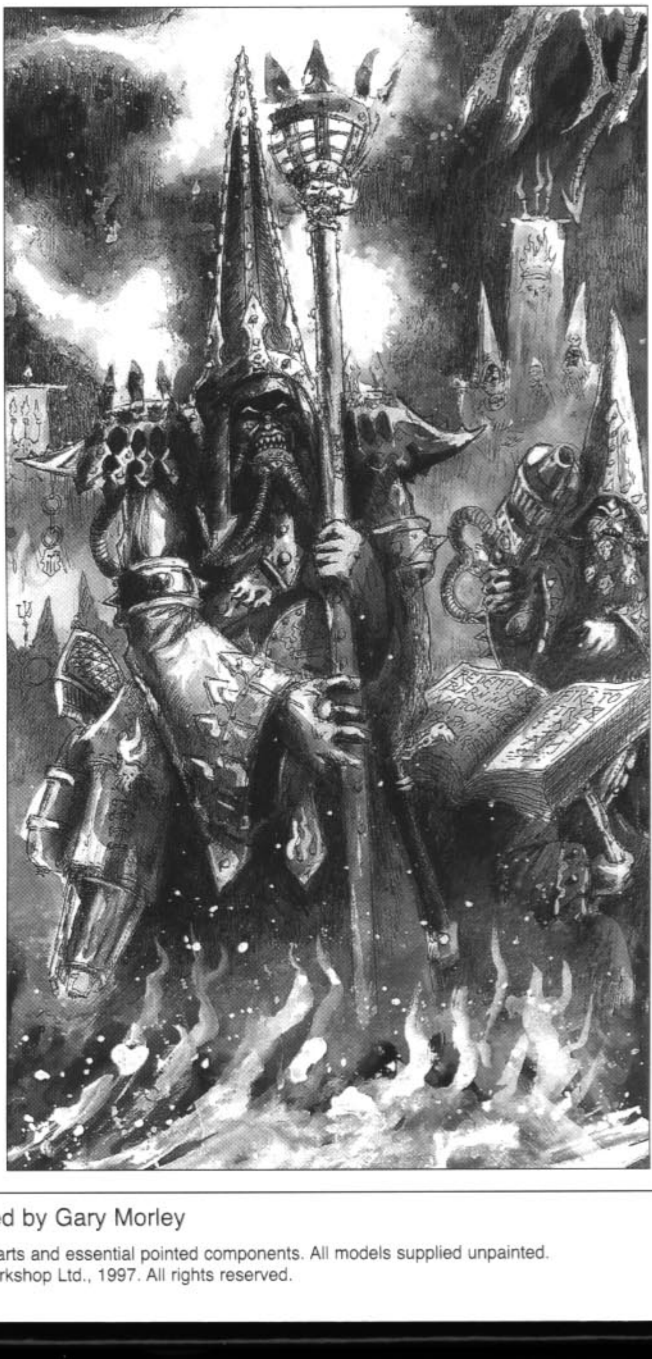


BRETHREN WITH TWO AUTO PISTOLS
059903711

REDEMPTIONIST DEACON



DEACON WITH GRENADE LAUNCHER
059903610



Designed by Gary Morley

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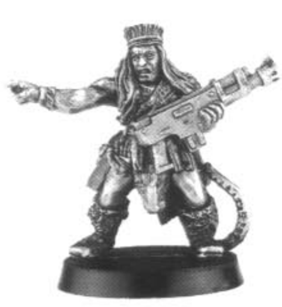
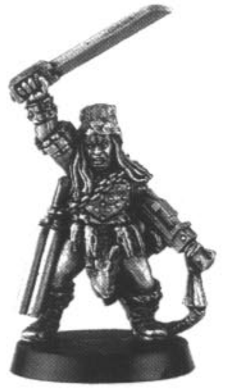
NECROMUNDA™

RATSKIN CHIEFS

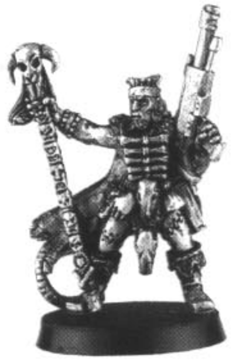


RATSKIN CHIEF 2
059904212

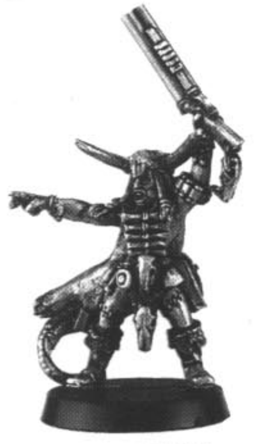


RATSKIN CHIEF 1
059900801

RATSKIN SHAMEN



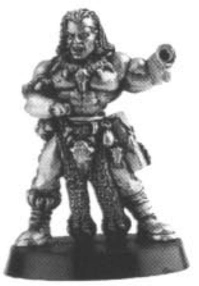
RATSKIN SHAMAN 2
059904313



RATSKIN SHAMAN 1
059900802

BRAKAR – THE AVENGER, HE THAT RAINS DEATH

A COMPLETED BRAKAR CONSISTS OF:
1 x BRAKAR BODY
1 x BRAKAR'S HEAVY STUBBER



BRAKAR BODY
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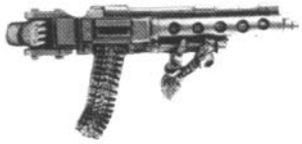
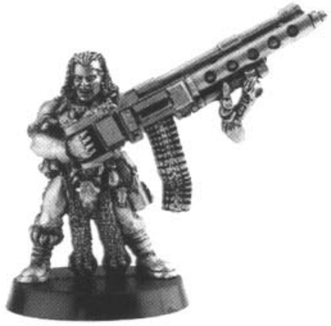
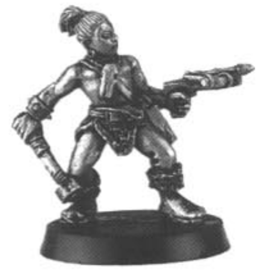


BRAKAR'S HEAVY STUBBER
059904002

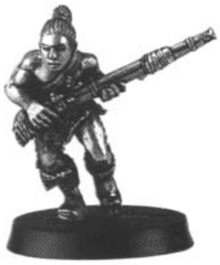


BRAKAR – THE AVENGER

RATSKIN BRAVES



BRAVE WITH HANDBOW
059900806



BRAVE WITH MUSKET
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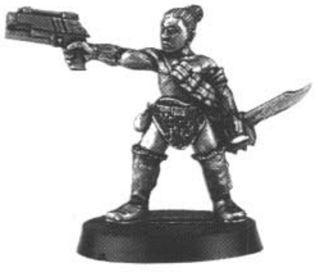

BRAVE WITH STUB GUN
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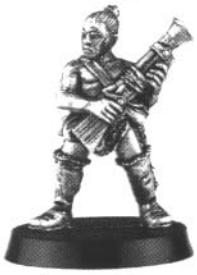
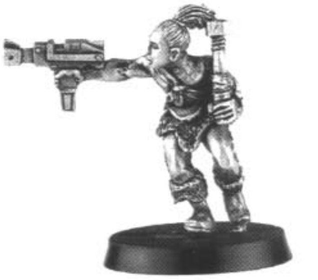


BRAVE WITH BLUNDERBUSS
059904111



BRAVE WITH AUTO PISTOL
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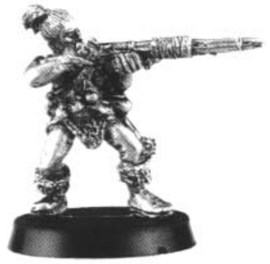

BRAVE WITH MUSKET
059904109

Brakar designed by Gary Morley, Ratskins designed by Michael Perry

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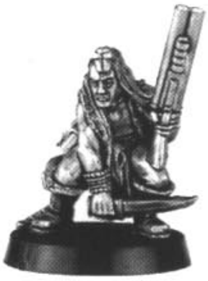
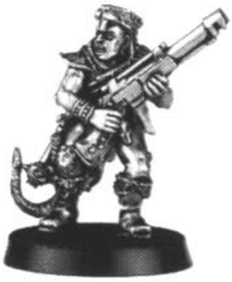
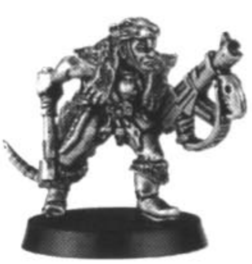
RATSKINS



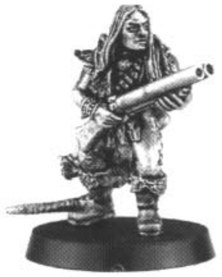
RATSKIN WITH SHOTGUN 1
059902503



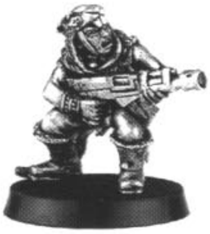
RATSKIN WITH LASGUN 1
059902501



RATSKIN WITH AUTOGUN AND PICK
059902502



RATSKIN WITH SHOTGUN 2
059902504



RATSKIN WITH AUTOGUN
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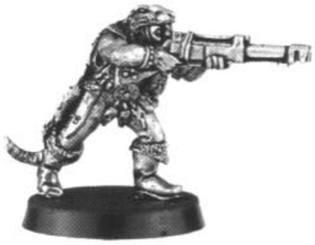

RATSKIN WITH LASGUN 2
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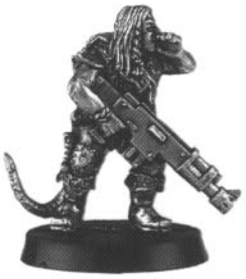

RATSKIN WITH AUTOGUN 2
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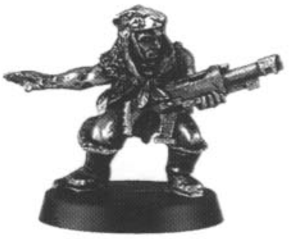
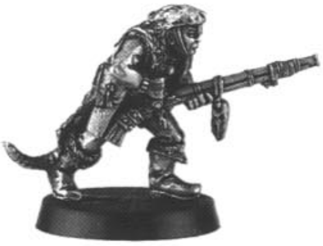
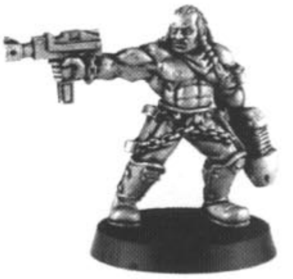


RATSKIN WITH LASGUN 3
059900804

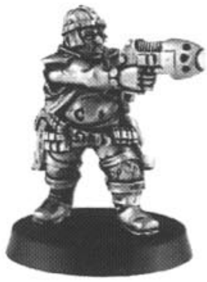


RATSKIN WITH MUSKET
059900805

UNDERHIVE SCUM



SCUM WITH AUTOPISTOL
AND PLASMA PISTOL
059906301



SCUM WITH PLASMA PISTOL
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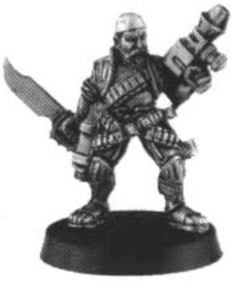

SCUM WITH HAND FLAMER
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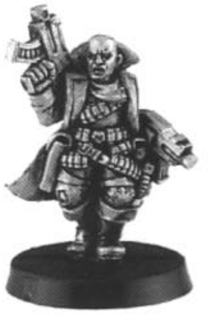

SCUM WITH BOLT PISTOLS
059906304

Designed by Michael Perry

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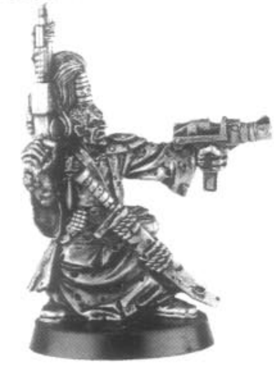
SCAVVY BOSS



SCAVVY BOSS 1
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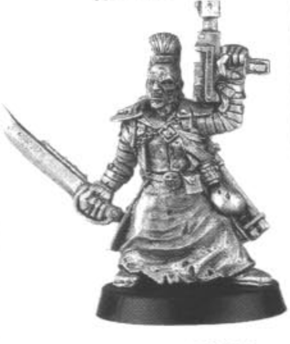

SCAVVY BOSS 2
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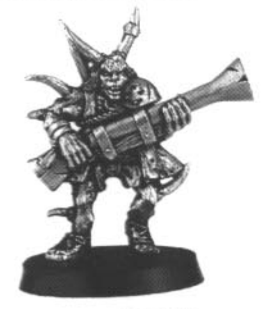
SCAVVY MUTANTS



SCAVVY WITH SPIKES
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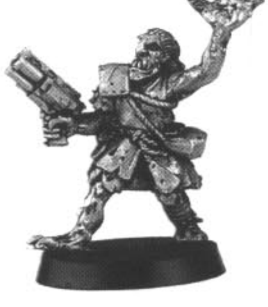

SCAVVY WITH CLAW
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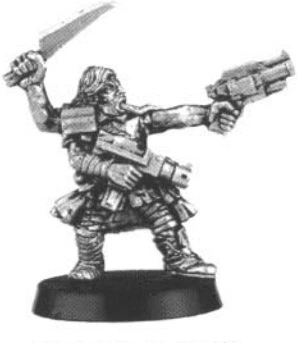

SCAVVY WITH EXTRA ARM
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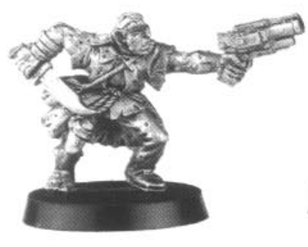
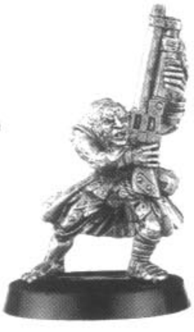
SCAVVIES



SCAVVY WITH STUB GUN AND KNIFE
059900905



SCAVVY WITH SHOTGUN 1
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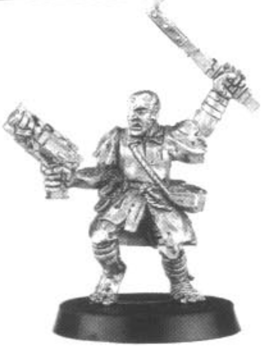
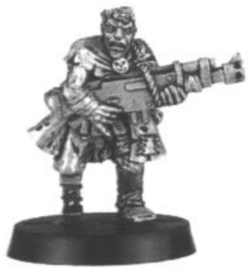


SCAVVY WITH STUB GUN AND PICK
059900907



SCAVVY WITH AUTOGUN
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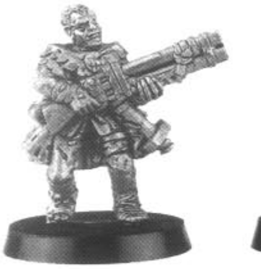
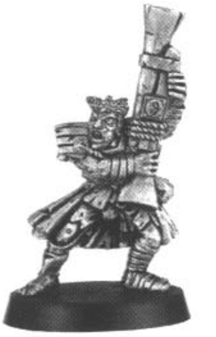
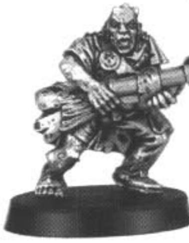


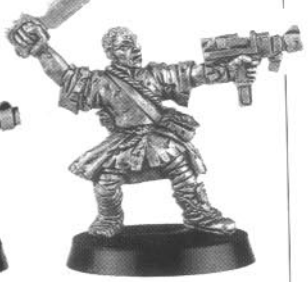
SCAVVY WITH SHOTGUN 2
059905002



SCAVVY WITH BLUNDERBUSS
059905004



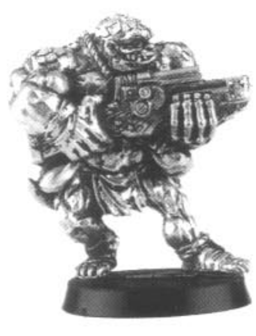
SCAVVY WITH SHOTGUN 3
059905003



SCAVVY WITH AUTOPISTOL AND KNIFE
059905001

SCALY

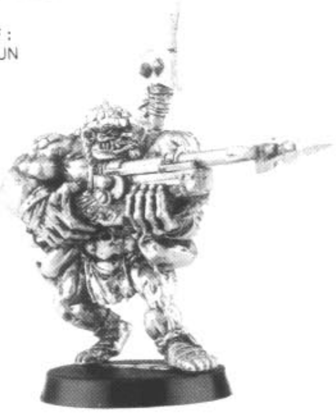
A COMPLETE SCALY CONSISTS OF :
1 x SCALY BODY WITH HARPOON GUN
1 x HARPOON
1 x HARPOON PACK



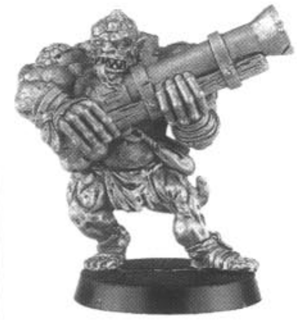
SCALY BODY WITH HARPOON GUN
059900902

HARPOON PACK
059900904

HARPOON
059900903



SCALY WITH HARPOON GUN



SCALY WITH SCATTER CANNON
059904901

Designed by Colin Dixon

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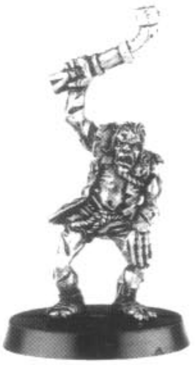
PLAGUE ZOMBIES



PLAGUE ZOMBIE 1
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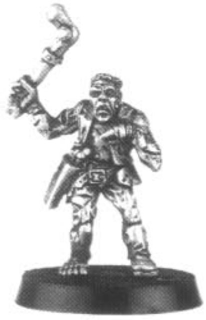

PLAGUE ZOMBIE 2
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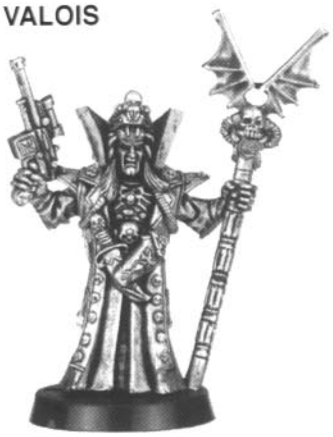
KARLOTH VALOIS



KARLOTH VALOIS
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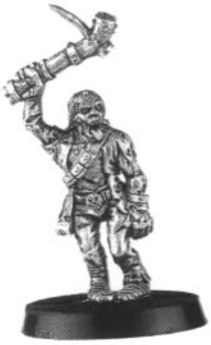

PLAGUE ZOMBIE 3
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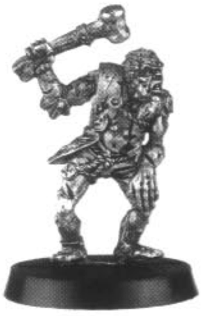

PLAGUE ZOMBIE 4
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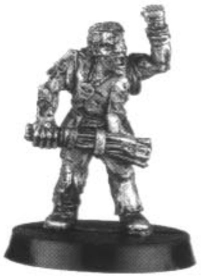

PLAGUE ZOMBIE 5
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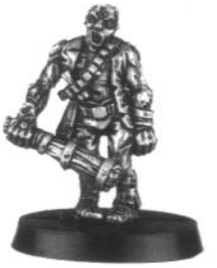

PLAGUE ZOMBIE 6
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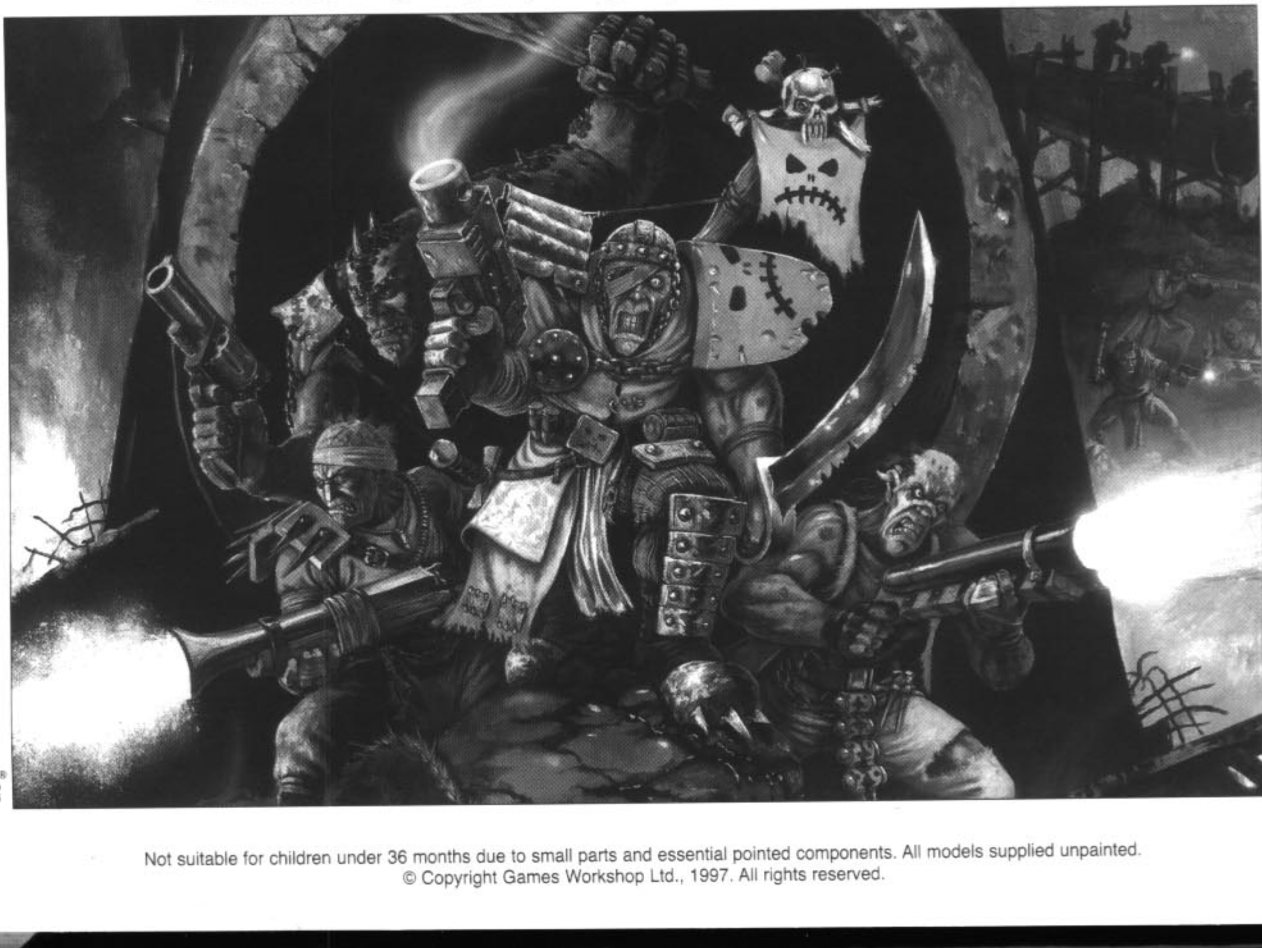
Karloth Valois designed by Gary Morley, Plague Zombies designed by Colin Dixon



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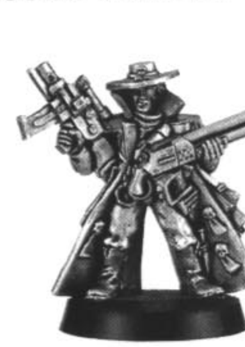
BOUNTY HUNTERS


BOUNTY HUNTER 1
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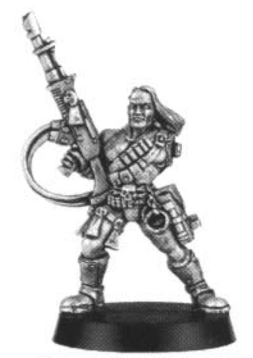
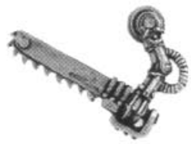

BOUNTY HUNTER BODY 2
059906401

A COMPLETE
BOUNTY HUNTER 2
CONSISTS OF:
1 x BOUNTY HUNTER BODY 2
1 x BIONIC ARM


BIONIC ARM
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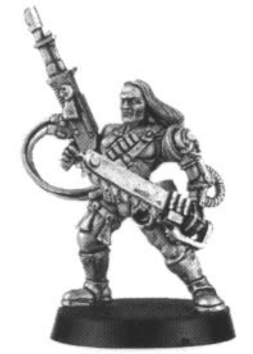
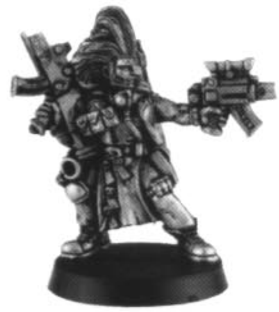
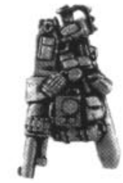

BOUNTY HUNTER 2


BOUNTY HUNTER BODY 3
059902601

A COMPLETE
BOUNTY HUNTER 3
CONSISTS OF:
1 x BOUNTY HUNTER BODY 3
1 x BOUNTY HUNTER
BACKPACK


BOUNTY HUNTER
BACKPACK
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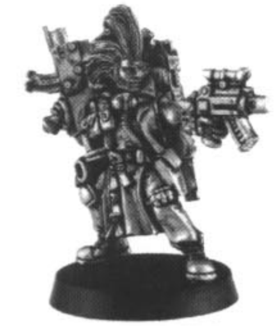
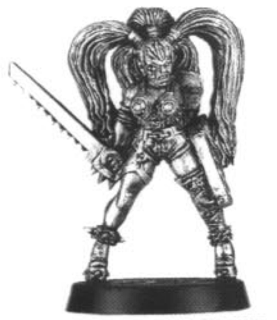
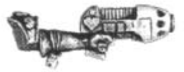
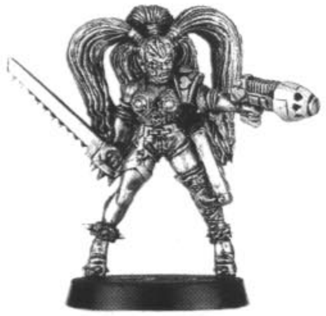

BOUNTY HUNTER 3

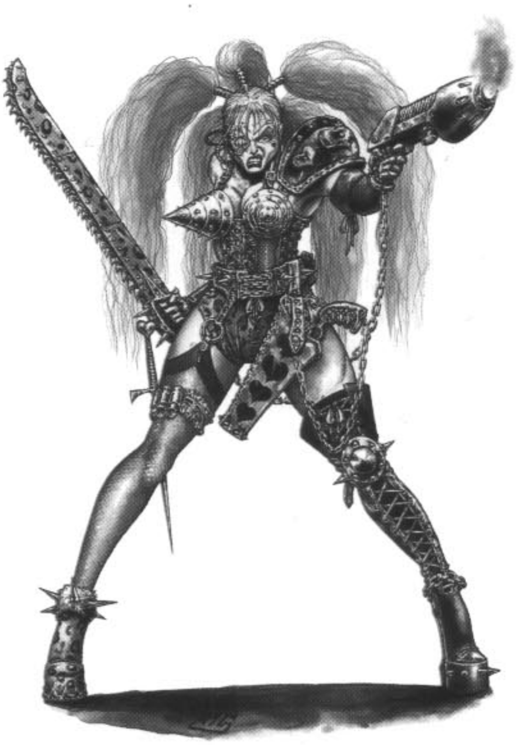
MAD DONNA ULANTI


MAD DONNA ULANTI BODY
059903201

A COMPLETE
MAD DONNA ULANTI
CONSISTS OF:
1 x MAD DONNA ULANTI BODY
1 x MAD DONNA ULANTI ARM


MAD DONNA ULANTI ARM
059903202


MAD DONNA ULANTI



Bounty Hunters designed by Gary Morley, Mad Donna designed by Michael Perry

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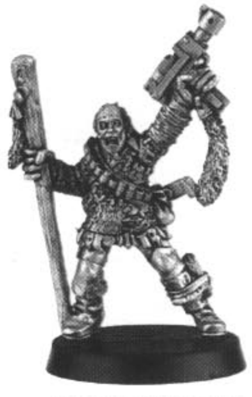
WYRDS


WYRD BEASTMASTER 1
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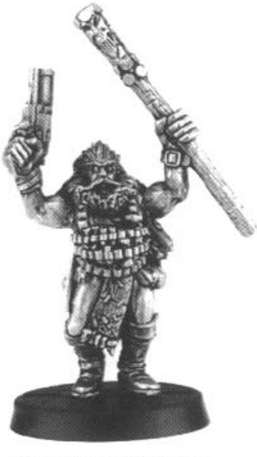
WYRD BEASTMASTER 2
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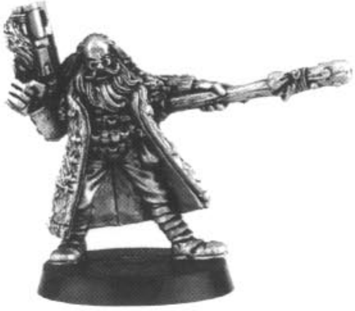
WYRD BEASTMASTER 3
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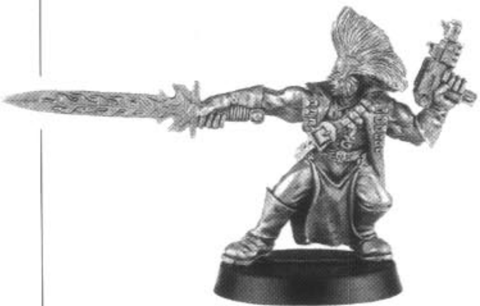
WYRD PYROMANIAC
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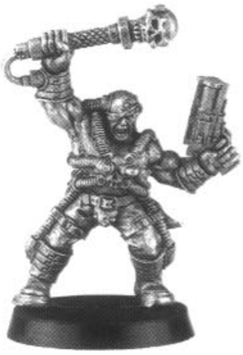
WYRD TELEKINETIC
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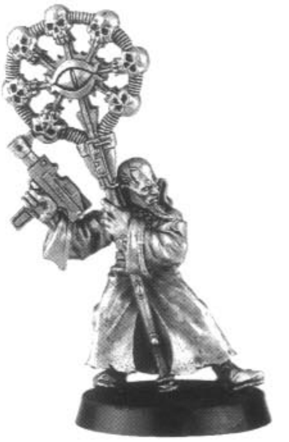
WYRD TELEPATH
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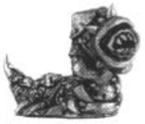
MILLIASAURS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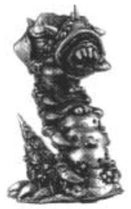
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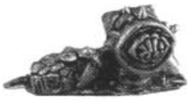
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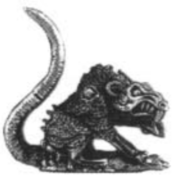
NECROMUNDAN GIANT RATS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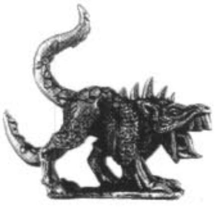
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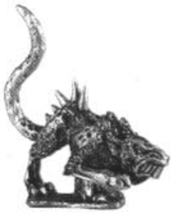
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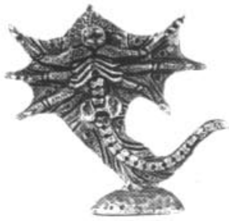
RIPPER JACKS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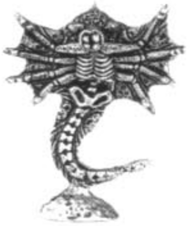
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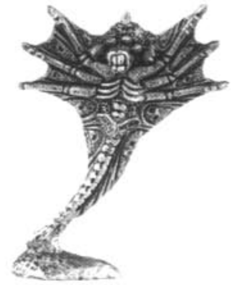
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Beastmasters designed by Aly Morrison, Pyromaniac, Telekinetic and Telepath by Brain Nelson, Creatures by Trish Morrison

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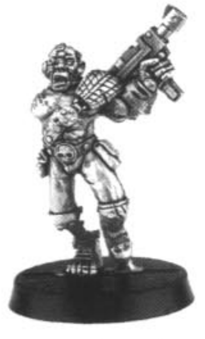
NECROMUNDA™

PIT SLAVES



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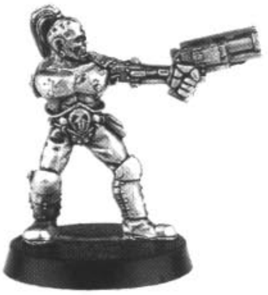
059904401



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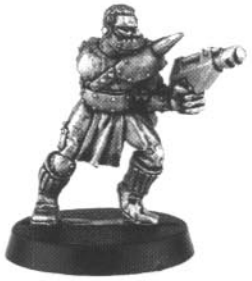

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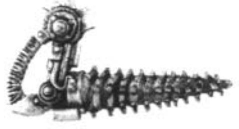

ROCK DRILL
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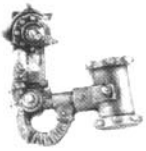

HAMMER
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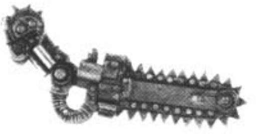

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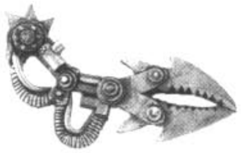

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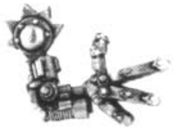

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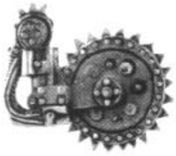
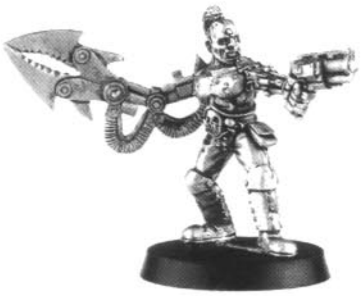
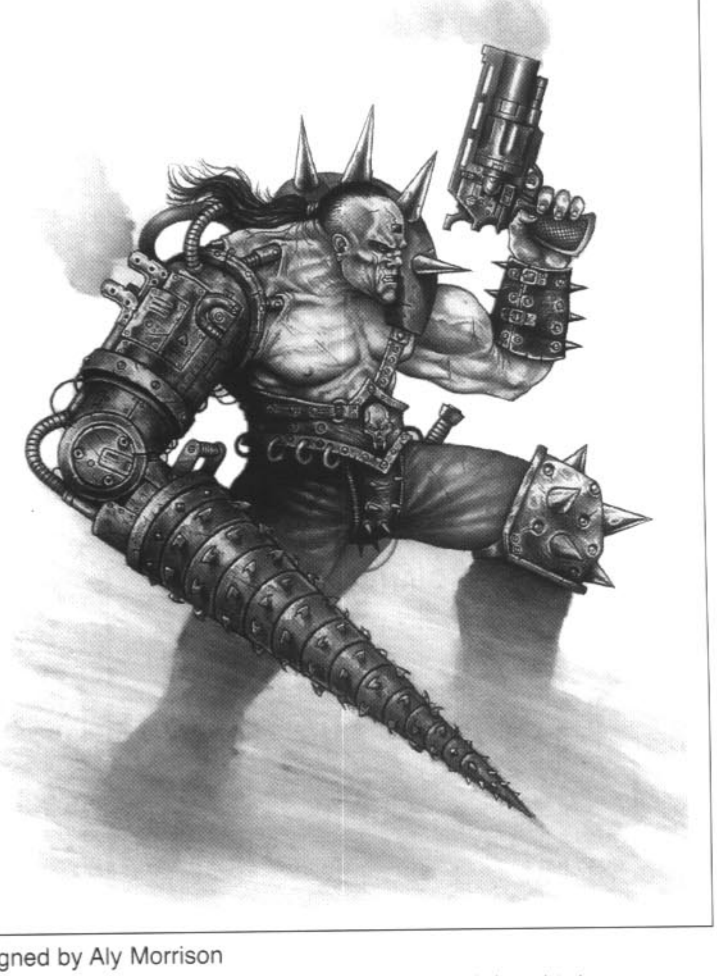


BUZZ SAW
059904409

A COMPLETED PIT SLAVE CONSISTS OF:
1 x PIT SLAVE BODY
1 x PIT SLAVE ARM



PIT SLAVE



Designed by Aly Morrison

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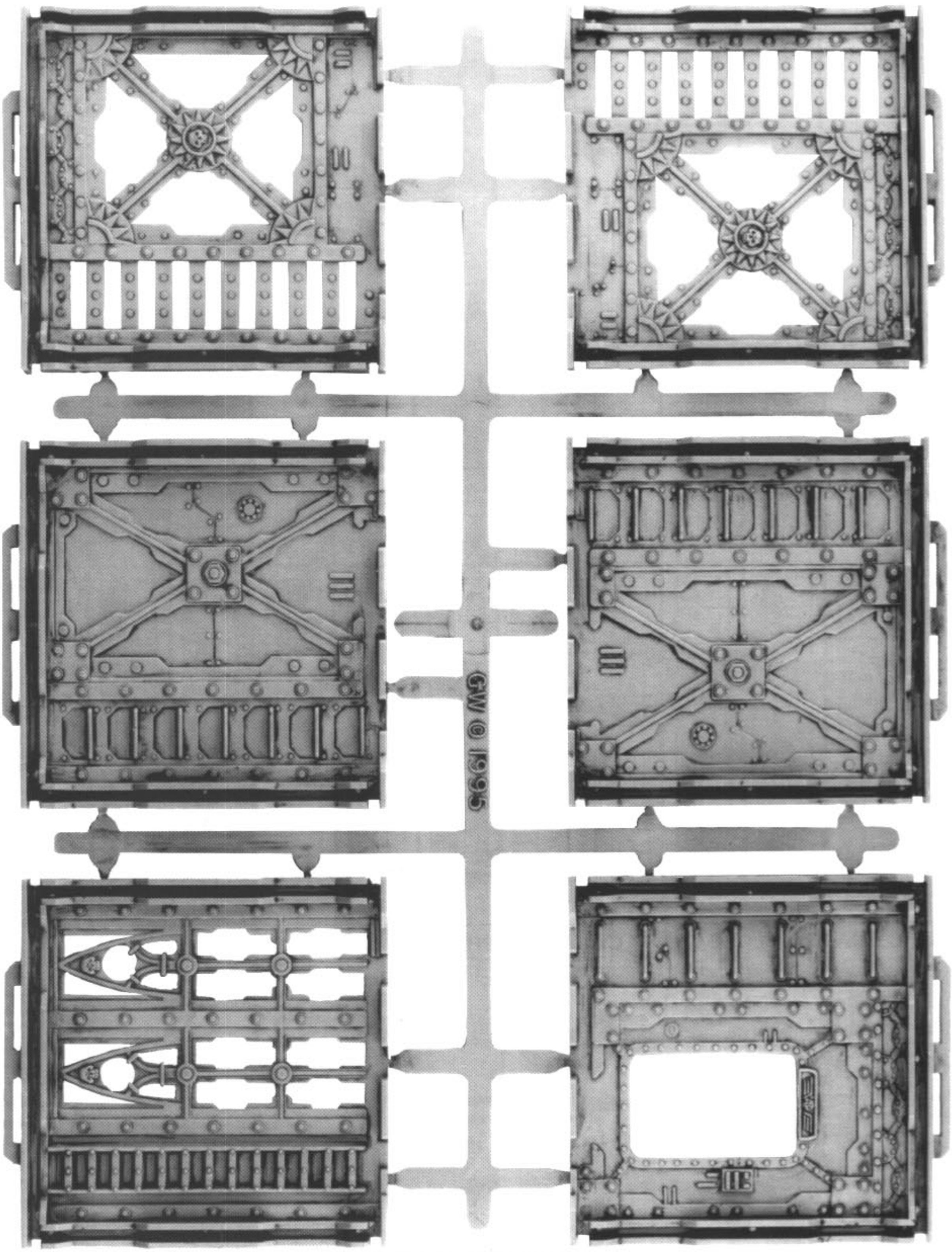
NECROMUNDA™

NECROMUNDA BULKHEADS



NECROMUNDA BULKHEAD SPRUE
(SHOWN AT 85% OF ACTUAL SIZE)
102741

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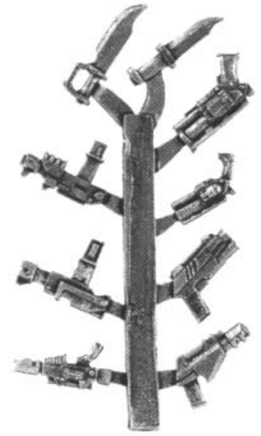
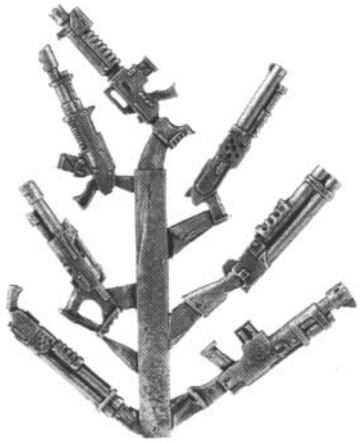
NECROMUNDA™

PISTOL WEAPON SPRUE



CLOSE COMBAT AND PISTOL SPRUE
059903501

BASIC WEAPON SPRUE



BASIC WEAPON SPRUE
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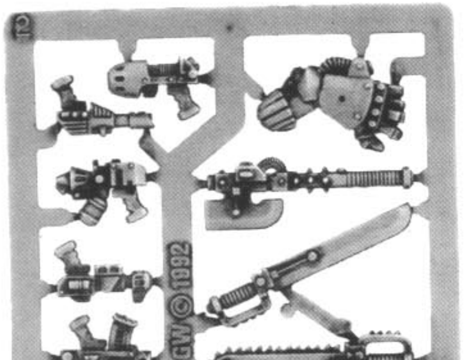
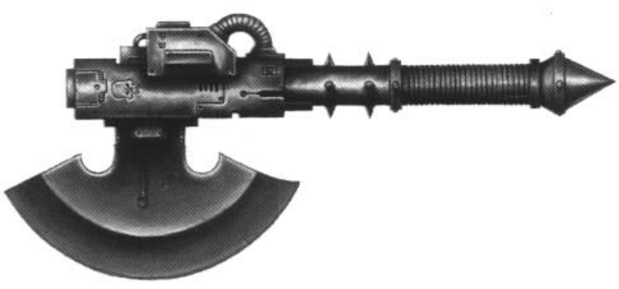
SPACE MARINE CLOSE COMBAT WEAPON SPRUE



PLASTIC CLOSE COMBAT SPRUE
103437



THE NECROMUNDA WEAPONS BLISTER PACK CONTAINS:
1 x PISTOL WEAPON SPRUE
1 x BASIC WEAPON SPRUE
1 x SPACE MARINE CLOSE COMBAT WEAPON SPRUE

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GANG RATING	

TERRITORY	Credits
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

STASH

HOUSE/GANG TYPE: GANG NAME:

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			
There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models including one Leader and no more than two Heavies. No more than half the gang may be made up of Juves.		TOTALS:		

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WEAPONS SUMMARY

HAND-TO HAND WEAPONS

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Special
	Short	Long	Short	Long					
Swords & Knives	Close combat only				As user	1	–		Parry
Clubs, Mauls & Bludgeons	Close combat only				As user, +1	1	–		
Chainsword	Close combat only				4	1	-1		Parry
Chains & Flails	Close combat only				As user, +1	1	–		Opponent may not parry. Fumbles count double
Massive Axe, Sword or Club	Close combat only				As user, +2	1	–		Opponent wins draws
Power Sword	Close combat only				5	1	-3		Parry
Power Axe: Two-handed	Close combat only				6	1	-3		
One-handed	Close combat only				5	1	-2		
Power Fist	Close combat only				8	1	-5		
Power Maul	Close combat only				5	1	-3		Enemies who go down are automatically out of action. Does not inflict serious injuries

PISTOLS

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Special
	Short	Long	Short	Long					
Autopistol	0-8	8-16	+2	–	3	1	–	4+	Close combat
Bolt Pistol	0-8	8-16	+2	–	4	1	-1	6+	Close combat
Hand Flamer	Special rules				4	1	-2	4+	Close combat. Template weapon. Flaming attack, Target may catch fire. Target burns on 4+
Laspistol	0-8	8-16	+2	-1	3	1	–	2+	Close combat
Needle Pistol	0-8	8-16	+2	–	3	1	-1	6+	Close combat, Toxic dart, Injuries
Plasma Pistol									
Low energy	0-6	6-12	+2	-1	4	1	0	4+	Close combat
Maximum energy	0-6	6-18	+2	-1	6	1	-1	4+	Close combat. Takes one entire turn to recharge after firing
Stub Gun	0-8	8-16	–	-1	3	1	–	4+	Close combat, Dum-dum bullets (S4)
Web Pistol	0-4	4-8	–	-1		Special	–	6+	Close combat. Fires web

BASIC WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod.	Ammo roll	Special
Autogun	0-12	12-24	+1	–	3	1	–	4+	
Boltgun	0-12	12-24	+1	–	4	1	-1	6+	
Lasgun	0-12	12-24	+1	–	3	1	-1	2+	
Shotgun:	0-4	4-18							See shot type below.
Solid slug			–	-1	4	1	–	4+	
Scatter shot			+1	-1	3	1	–	4+	1" blast, Ignores cover
Man-stopper			–	–	4	1	-2	4+	
Hot Shot			–	-1	4	1		6+	Catch fire
Bolt			+1	–	4	1	-1	6+	Range 24"

SPECIAL WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod.	Ammo roll	Special
Flamer	Special rules		–	–	4	1	-2	4+	Template weapon. Flaming attack, target may catch fire
Grenade launcher	0-20	20-60	–	-1	–	–	–	Auto	As grenade type, Move or fire
Melta-gun	0-6	6-12	+1	–	8	D6	-4	4+	
Needle rifle	0-16	16-32	+1	–	3	1	-1	6+	Special injury chart
Plasma gun	0-6	6-24	+1	–	7	1	-2	4+	Max. power. One turn to recharge. Sustained fire - 1 dice.
	0-6	6-16	+1	–	5	1	-1	4+	Low energy

HEAVY WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod.	Ammo roll	Special
Auto-cannon	0-20	20-72	–	–	8	D6	-3	4+	Sustained fire – 1 Dice. Move or fire
Heavy Bolter	0-20	20-40	–	–	5	D4	-2	6+	Sustained fire - 2 Dice. Move or fire
Heavy Plasma Gun									
Low energy	0-20	20-40	–	–	7	D4	-2	4+	1½" Blast marker, Move or fire
Maximum power	0-20	20-72	–	–	10	D10	-6	4+	1½" blast marker, Move or fire, Takes one turn to recharge
Heavy Stub Gun	0-20	20-40	–	–	4	1	-1	4+	Sustained fire – 2 Dice. Move or fire
Lascannon	0-20	20-60	–	–	9	2D6	-6	4+	Move or fire
Missile Launcher	0-20	20-72	–	–				Auto	Move or fire
Super Krak					8	D10	-6		
Frag					4	1	-1		2" Blast marker

GRENADES

Grenade	Strength	Damage	Save Mod.	Area
Krak	6	D6	-3	None
Frag	3	1	-1	2"
Melta bomb	8	D6	-4	None
Plasma	5	1	-2	1½"
Photon Flash Flare	None	None	None	1½"

POST-BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to section 4 (Income) straight after the game.

1. INJURIES

Determine the extent of injuries for each fighter out of action at the end of the game. Fighters who were down at the end of the game are considered to be out of action on the D6 roll of a 4, 5 or 6 and must also roll for injuries. See the Serious Injuries chart.

2. EXPERIENCE

Allocate Experience points for your fighters and make any Advance rolls. See the Experience section and Scenarios for details of how this works.

3. TERRITORY

Re-allocate territory if appropriate. Territory may be lost or won according to the scenario you have played.

4. INCOME

Collect income from territory as described in the Territory section.

5. TRADING

Recruit new fighters and buy new equipment as described in the Trading Post section.

6. UPDATE GANG ROSTER

Update your total gang rating and you are ready to fight again.

1. INJURIES

After a game some fighters will be down or out of action. You will need to determine the extent of their injuries before the next game.

Out of Action. Make a roll on the Serious Injuries Chart to find out what happens to the fighter.

Down. There is a chance that fighters who are down at the end of a game may suffer a serious injury. Roll a D6: on a roll of a 1-3 the fighter recovers without further effect. On the roll of a 4-6 he goes out of action – make a roll on the Serious Injuries Chart.

Flesh Wound. Models that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

To use the Serious Injuries Chart, roll 2 dice. The first dice roll represents 'tens' and the second 'units', so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a D66 roll.

SERIOUS INJURIES CHART

D66	*Result*
11-16	**DEAD.** The fighter is killed in action. All the weapons and equipment he carried are lost.
21	**MULTIPLE INJURIES.** The fighter is not dead but has suffered many serious wounds. Roll a further D6 times on this chart. Re-roll any Dead and Full Recovery results.
22	**CHEST WOUND.** The fighter has been badly wounded in the chest. His Toughness is reduced by -1.
23	**LEG WOUND.** The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.
24	**ARM WOUND.** The fighter has smashed one arm. Although he recovers, his Strength characteristic is reduced by -1 when using that arm. Randomly determine which arm has been hit.
25	**HEAD WOUND.** A serious head injury leaves the fighter somewhat unhinged. At the start of each game roll a D6 to determine how he is affected. On a 1-3 the fighter is affected by the rules for Stupidity. On a roll of 4-6 the fighter is affected by the rules for Frenzy.
26	**BLINDED IN ONE EYE.** The fighter survives but loses the sight of one eye. Randomly determine which eye. A character with only one eye has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded in his remaining good eye then he must retire from the gang.
31	**PARTIALLY DEAFENED.** The fighter survives but is partially deafened as a result of his injuries. An individual suffers no penalty if he is partially deafened, but if he is deafened for a second time he suffers -1 from his Leadership characteristic.
32	**SHELL SHOCK.** The fighter's Initiative characteristic is reduced by -1.

33	**HAND INJURY.** Wounds to a hand result in the loss of D3 fingers. Randomly determine which hand is affected. The fighter's Weapon Skill is reduced by -1. If a fighter loses all five fingers on a hand then he may no longer use that hand, and is unable to use weapons that require two hands.
34-36	**OLD BATTLE WOUND.** The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle.
41-55	**FULL RECOVERY.** The fighter makes a full recovery.
56	**BITTER ENMITY.** The fighter recovers from his physical injuries, but is psychologically damaged. From now on, he *hates* the following (roll a D6). 1-2 The enemy fighter who inflicted his injury. 3-4 The gang leader of the gang that inflicted his injury. 5 The entire gang that inflicted his injury. 6 All gangs from the same House as the gang that inflicted his injury.
61-63	**CAPTURED.** The fighter is captured by the opposing gang. Captives may be exchanged, ransomed back or sold into slavery. If both gangs hold captives then they must be exchanged on a one-for-one basis, starting with models of the highest value. Any remaining captives must be ransomed back to their own gang if the player is willing to pay the captor's asking price. There is no fixed value for ransom – it is a matter for the players to decide for themselves. Fighters who are neither exchanged nor ransomed may be sold to the Guilders as slaves earning the captor D6x5 credits. Captives who are exchanged or ransomed retain all of their weapons and equipment. If captives are sold their weaponry and equipment may be kept by the captors.
64	**HORRIBLE SCARS.** The fighter recovers but his scarred and distorted features inspire *fear* from now on.
65	**IMPRESSIVE SCARS.** The fighter recovers and is left with impressive scars. Add +1 to the fighter's Leadership characteristic. This bonus applies only once; further impressive scars have no additional effect.
66	**SURVIVES AGAINST THE ODDS.** The fighter regains consciousness alone in the darkness, given up for dead. Despite his injuries he makes his way back home, overcoming the endless dangers of the Underhive. He recovers fully and his uncanny survival earns him an additional D6 Experience points.

2. EXPERIENCE

Extra Experience points are always added to the fighter's total after the game is over.

A gang fighter always earns D6 Experience points for surviving a battle, even if he is hurt or captured.

UNDERDOGS

When a gang fights an enemy gang with a higher gang rating then its fighters earn extra Experience points. The higher the enemy gang's gang rating the more points the underdog earns. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat.

Difference in Gang Rating	Experience Bonus Win/Lose
1-49	+1/+0
50-99	+2/+1
100-149	+3/+2
150-199	+4/+3
200-249	+5/+4
250-499	+6/+5
500-749	+7/+6
750-999	+8/+7
1,000-1,499	+9/+8
1,500+	+10/+9

EXPERIENCE ADVANCES

As fighters earn more Experience points they are entitled to make Advance rolls. The table below shows how many Experience points a fighter must earn before he can make a further roll. The roll must be taken immediately after the game when the advance is gained, while both players are present to witness the result.

Experience	Title
0-5	Green Juve
6-10	Juve
11-15	Juve
16-20	Top Juve
21-30	New Ganger
31-40	Ganger
41-50	Ganger
51-60	Ganger
61-80	Gang Champion
81-100	Gang Champion
101-120	Gang Champion
121-140	Gang Champion
141-160	Gang Champion
161-180	Gang Champion
181-200	Gang Champion
201-240	Gang Hero
241-280	Gang Hero
281-320	Gang Hero
321-360	Gang Hero
361-400	Gang Hero
401+	Mighty Ganger

Once a juve has earned 21 or more Experience points he becomes a fully-fledged ganger.

Note that when a ganger reaches 61 or more Experience points he does not become a heavy or gang leader but remains a ganger – albeit a particularly tough and dangerous one called a Gang Champion.

ADVANCE ROLLS

Make Advance rolls immediately after the battle so that both players can witness the result. Roll 2D6.

ADVANCE ROLL TABLE

2D6	Result
2	**New Skill.** Choose any of the Skill tables and randomly generate a skill from it.
3-4	**New Skill.** Select one of the standard Skill tables for your gang and randomly generate a skill from it.
5	**Characteristic Increase.** Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS
7	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	**New Skill.** Select one of the standard Skill tables for your gang and randomly generate a skill from it.
12	**New Skill.** Choose any of the Skill tables and randomly generate a skill from it.

CHARACTERISTIC INCREASE

Characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the Advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other permitted characteristic by +1 instead.

	M	WS	BS	S	T	W	I	A	Ld
Maximum Value	4	6	6	4	4	3	6	3	9

SKILL TABLES

The following skill tables are used to randomly determine skills earned as advances. If you roll a 2 or 12 on the Advance table then you can choose any of the charts.

SKILL TYPES AVAILABLE

HOUSE/ FIGHTER	*Agility*	*Combat*	*Ferocity*	*Muscle*	*Shooting*	*Stealth*	*Techno*
CAWDOR							
Juves	–	✓	✓	–	–	–	–
Gangers	✓	✓	✓	–	–	–	–
Heavies	–	–	✓	✓	✓	–	✓
Leader	✓	✓	✓	✓	✓	–	✓
ESCHER							
Juves	✓	✓	–	–	–	–	–
Gangers	✓	✓	–	–	–	✓	–
Heavies	✓	–	–	✓	✓	–	✓
Leader	✓	✓	✓	–	✓	✓	✓
DELAQUE							
Juves	–	–	–	–	✓	✓	–
Gangers	✓	–	–	–	✓	✓	–
Heavies	–	–	–	✓	✓	✓	✓
Leader	✓	✓	✓	–	✓	✓	✓
GOLIATHS							
Juves	–	–	✓	✓	–	–	–
Gangers	–	✓	✓	✓	–	–	–
Heavies	–	✓	–	✓	✓	–	✓
Leader	–	✓	✓	✓	✓	✓	✓
ORLOCKS							
Juves	–	–	✓	–	✓	–	–
Gangers	–	✓	✓	–	✓	–	–
Heavies	–	✓	–	✓	✓	–	✓
Leader	✓	✓	✓	–	✓	✓	✓
VAN SAAR							
Juves	–	–	–	–	✓	–	✓
Gangers	–	✓	–	–	✓	–	✓
Heavies	–	✓	–	✓	✓	–	✓
Leader	✓	✓	✓	–	✓	✓	✓

SKILLS

AGILITY SKILLS

1. Catfall. A model with the Catfall skill halves the distance fallen when calculating the strength of any hits which result from falling. Round fractions down.

2. Dodge. A model with this skill receives a 6+ saving throw against hits from shooting or in hand-to-hand combat. This is an unmodified save. The save is taken separately and in addition to any saves for armour. If a model successfully dodges from a weapon which uses a template or blast marker then move the model up to 2".

3. Jump Back. At the start of any hand-to-hand combat phase the model may attempt to disengage from combat by jumping back. Roll a D6. If the score is less than the model's Initiative it may immediately jump back 2" leaving any hand-to-hand opponents behind.

4. Leap. The model may leap D6" during the movement phase in addition to his normal movement. He may move and leap, run and leap or charge and leap, but he can only leap once during the turn. A leap will take the model over any man-high obstacle without penalty, including enemy models. In addition, the model can leap out of hand-to-hand combat at the end of any hand-to-hand combat phase without suffering any penalty whatsoever. The leap may be used to jump across gaps, but in this case the player must commit the model to making the leap before rolling the dice to see how far the model jumps. If the model fails to make it all the way across, then it falls through the gap.

5. Quick Draw. A model with this skill can double its Initiative when it makes a fast draw in a gunfight. See the Gunfight scenario to find how this works.

6. Sprint. The model may triple its movement rate when it runs or charges rather than doubling it as normal.

COMBAT SKILLS

1. Combat Master. If the model is attacked by multiple opponents in hand-to-hand combat then it can use the enemies' numbers against them. For each opponent over one, add +1 to the model's Weapon Skill.

2. Disarm. The model may use this skill against one close combat opponent at the start of the hand-to-hand combat phase. Roll a D6. On a roll of 4+ the enemy automatically loses one weapon of your choice. This weapon is destroyed and can no longer be used.

3. Feint. The model may 'convert' any parries it is allowed to use into extra Attacks at +1 A per parry. The attack is used instead of the parry. The model may choose to feint or parry each time it attacks.

4. Parry. A model with the Parry skill may parry in hand-to-hand combat even if he does not have a sword or another weapon suitable for parrying. If the model has a weapon that may parry, it may force an opponent to re-roll up to two Attack dice when parrying rather than just one.

5. Counter Attack. If a model carries a sword he is normally able to parry. However, a parry is cancelled out if the opponent is also armed with a sword or has the Parry skill as described above. If a fighter has the Counter Attack skill and his parry is cancelled for whatever reason, then he may make a Counter Attack adding +1 to his Attacks.

6. Step Aside. The model has an uncanny ability to step aside and dodge blows in hand-to-hand combat. If the model is hit in hand-to-hand fighting roll a D6. On a roll of 4+ the model steps out of the way of the blow and is unharmed.

FEROCITY SKILLS

1. Berserk Charge. A model with this skill rolls double the number of Attack dice on its profile in the turn when it charges. A model making a berserk charge may not parry that turn.

2. Impetuous. If a model has this skill he may increase the range of his follow-up move in hand-to-hand combat from 2" to 4".

3. Iron Will. Only the gang leader may have this skill. It allows you to re-roll a failed Bottle roll as long as the leader is not down or out of action.

4. Killer Reputation. A model with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. This causes *fear* and the enemy must take a psychology test for fear as appropriate.

5. Nerves of Steel. If the model fails a dice roll to avoid being pinned it may make the roll again.

6. True Grit. Treat a roll of 1 or 2 as a Flesh Wound when rolling for the extent of injuries. A roll of 3-5 indicates the model has gone down, and a roll of 6 means he is out of action, as normal. When using special injury charts (needle guns for example) add 1 to the lowest result band in the same way as above.

MUSCLE SKILLS

1. Body Slam. The model adds +2 to its Weapon Skill in the turn when it charges instead of only +1.

2. Bulging Biceps. This skill may only be taken by a heavy. The heavy is allowed to move and shoot with weapons that would normally restrict the model to either moving or shooting. However, if the model moves and shoots in the same turn it suffers an extra -1 to hit penalty.

3. Crushing Blow. A model with the Crushing Blow skill has a +1 Strength characteristic bonus in hand-to-hand combat. As a fighter's own strength is used as the basis for calculating the strengths of hand-to-hand weapons the bonus will apply to all such weapons.

4. Head Butt. If the model inflicts 2 or more hits in hand-to-hand combat then he may choose to exchange all hits for a single hit with a further strength bonus. The bonus equals +1 for each extra hit scored, so you could exchange 2 S4 hits for a single S5 hit, or 3 S4 hits for a single S6 hit, and so on.

5. Hurl Opponent. If you win a round of combat, instead of hitting your opponent you can throw him D6" in the direction of your choice. The thrown model takes a single hit equal to half the distance rolled. If it hits a solid object (such as a wall) before it reaches the full distance thrown it will stop there. If it hits another model, then both models take a hit equal to half the distance rolled. If the model is thrown over the edge of a building, use the Falling rules (Advanced Rules section) to work out how much damage he suffers.

6. Iron Jaw. If a model with this skill is hit in hand-to-hand combat reduce the strength of each hit suffered by -1 point.

SHOOTING SKILLS

1. Crack Shot. A model with this skill can re-roll the injury dice when rolling injuries he has inflicted by shooting. You must accept the result of the second roll regardless of the result.

2. Fast Shot. If a model has the Fast Shot skill he may shoot several times in the shooting phase rather than just once, as normal. He can shoot as many times as his Attacks characteristic. The model can shoot at the same target or at separate targets as you wish. This skill may only be used with pistols and basic weapons. It may not be used with special or heavy weapons as they are far too cumbersome to fire quickly.

3. Gunfighter. The model can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he carries two pistols. If he carries a basic, special or heavy weapon he always requires one hand to hold this and so cannot use two pistols at once.

4. Hip Shooting. The model is allowed to shoot even if it ran in the same turn. However, if it does so it suffers a -1 to hit modifier and cannot count any bonuses from sights.

5. Marksman. A model with the Marksman skill may ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead he can shoot at any target he can see. In addition, he may shoot at targets at extreme range – this is between normal maximum range and half as far again. For example, a lasgun has a normal maximum range of 24" and an extreme range of 24-36". Shots at extreme range suffer the same 'to hit' penalty as long range. This skill may only be used with basic weapons. It may not be used with pistols, special or heavy weapons.

6. Rapid Fire. If the model does not move in its movement phase it can shoot twice in the shooting phase. This skill only works with one specified kind of pistol or basic weapon which you must choose when the skill is earned. Note this down on the gang roster – eg, Rapid Fire/Bolt pistol.

STEALTH SKILLS

1. Ambush. The model is allowed to go into overwatch and hide in the same turn. Normally a fighter must expend his entire turn to go into overwatch, but a fighter with the Ambush skill may do both.

2. Dive. A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with Dive skill can run *and* hide.

3. Escape Artist. This model may never be captured after a battle. If you roll a 'captured' result on the Serious Injuries table then the fighter escapes unharmed together with his equipment.

4. Evade. The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This bonus only applies if the fighter is in the open and not if he is behind cover.

5. Infiltration. A model with this skill is always placed on the battlefield after the opposing gang and can be placed anywhere on the table as long as it is out of sight of the opposing gang. If both players have models that can infiltrate roll a D6 each, lowest roll sets up first.

6. Sneak Up. Any sentry attempting to spot this model must halve his normal spotting distance. Rules for sentries and spotting are covered in the relevant scenarios.

TECHNO SKILLS

1. Armourer. The armourer checks all the weapons being used by the gang before the battle starts. Any model in the gang may add +1 to any and all ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 is always a failure regardless.

2. Fixer. Gangers only. If the model is used to work a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first result. You must accept the result of the second roll.

3. Inventor. Roll a D6 after each battle. On a roll of 6 the model has created something! Randomly select an item from the price chart in the Trading Post section. Whatever is selected is the item that has been made.

4. Medic. The model has some experience of patching up his fellow fighters. If your gang includes a fighter with this skill you can re-roll a result on the Serious Injury table for one model after a battle.

5. Specialist. This skill may only be taken by juves or gangers, and allows the model to be armed with a special weapon.

6. Weaponsmith. A model with the Weaponsmith skill may ignore failed ammo rolls and weapon explosions on a D6 roll of 4+.

4. INCOME

At the end of a battle a gang can collect income from its territories. This is done as soon as the game is over so that players can witness each other's dice rolls.

Each ganger who survives the game without going out of action can generate income from any one of the gang's territories. Fighters who go out of action during or after a game cannot generate income as they are recuperating from their wounds. Fighters who sustain flesh wounds can collect income as normal.

Leaders, heavies and juves never collect income – only gangers may.

COLLECTING INCOME

Each ganger can generate income from one territory. The player chooses the territories he wishes to collect income from and adds up the total amount generated. Most territories generate a variable income, D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total.

Regardless of how many territories or how many gangers a gang has it may never collect income from more than 10.

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the gang's income with the number of models in the gang.

The more models in a gang the more it costs to maintain, to buy ammo, equipment, food and other supplies. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance costs. The profit is added to the gang's stash.

	NUMBER OF MODELS IN GANG						
INCOME	*1-3*	*4-6*	*7-9*	*10-12*	*13-15*	*16-18*	*19+*
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560-669	155	150	145	135	125	100	70

GIANT KILLER BONUS

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note that this is added to the income earned from territory *not* to its profit.

Difference In Gang Rating	*Income Bonus For Winning*
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

5. TRADING

Cash can be spent on recruiting new fighters and buying new equipment. Fighters may trade in old equipment, and also swap equipment between themselves. Weapons purchased, swapped or taken from storage must be of an appropriate type for the fighter as indicated in the recruitment lists. Weapons and equipment are purchased as shown by the trading charts. Bear in mind that models must always carry the appropriate weaponry. Any weaponry or other equipment that the gang keeps but does not give to a fighter is hoarded. New recruits are recruited in the same way as original gang members with the normal army list restrictions applying. Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns section for details.

WHEN TO BUY

Players should complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

TRADING

Common items can be bought quite readily in any Underhive settlement, and players can purchase as many of these items as they want. The price for common items is fixed, so players always pay the same price for them.

Rare items are hard or even impossible to find. To represent their scarcity each player makes a dice roll at the start of his trading session to determine what goods are offered to him. Roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trading posts and visits his contacts. Roll a D66 for each item and consult the Rare Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Each player rolls separately for his trading.

GANGERS AND TRADING

To improve his chance of finding rare items, a player may use a ganger to search around the trading post. A ganger who does this cannot collect income from the gang's territory that turn. For each ganger employed in this fashion you may add a further +1 randomly generated rare item to the list of those offered for sale.

SELLING

A player may wish to trade weapons at the same time as he buys new ones. Gangs can automatically sell equipment for half its listed price. In the case of rare weapons which have a variable price the gang receives half of the fixed cost component only. Alternately, old weaponry can be hoarded for future use.

RARE TRADE CHART

The following chart is used to determine what rare trade items are offered for sale.

D66 Roll	**Item**
11-14	Power Weapon. Roll a D6. 1: Power Axe, 2: Power Fist, 3: Power Maul, 4-6: Power Sword
15	Rare Weapon. Roll a D6. 1-3: Needle Weapon (D6 – 1-4: Needle Pistol, 5-6: Needle Rifle), 4-5: Web Pistol, 6: One in a Million Weapon
16	Gas Grenades. Roll a D6. 1-2: Choke, 3-4: Scare, 5-6: Hallucinogen
21-22	Grenades. Roll a D6. 1: Melta Bomb, 2-3: Photon Flash Flare, 4: Plasma Grenade, 5-6: Smoke Bomb
23-24	Hotshot Laser power pack
25-31	Gunsight. Roll a D6. 1-2: Red-Dot Laser Sight, 3: Mono Sight, 4: Telescopic Sight, 5-6: Infra Red Sight
32-34	Armour. Roll a D6. 1-4: Flak, 5: Carapace, 6: Mesh
35	Bionics: Choose one: Bionic Arm, Bionic Eye, Bionic Leg.
36	Auto-repairer
41	Bio-Booster
42	Bio-Scanner
43	Blindsnake Pouch
44	Concealed Blade
45	Grav Chute
46	Grapnel
51	Infra-Goggles
52	Isotropic Fuel Rod
53-54	Medi-pack
55	Mung Vase
56	Ratskin map
61	Screamers
62	Skull Chip
63	Silencer
64	Stummers
65-66	Weapon reload

PRICE CHART

The chart below indicates the cost of items available for sale at the trading post. In some cases the cost of an item is variable and includes a base cost plus a variable extra amount, for example 40+3D6 credits.

HAND-TO-HAND WEAPONS

Item	Cost	Availability	Ammo Roll
Sword	10	Common	
Chainsword	25	Common	
Club, maul or bludgeon	10	Common	
Chain or flail	10	Common	
Knife (Nb 1 knife is free)	5	Common	
Massive axe, sword or club	15	Common	
Power Axe	35+3D6	Rare	
Power Fist	85+3D6	Rare	
Power Maul	35+3D6	Rare	
Power Sword	40+3D6	Rare	

PISTOLS

Item	Cost	Availability	Ammo Roll
Autopistol	15	Common	4+
Bolt Pistol	20	Common	6+
Hand Flamer	20	Common	4+
Laspistol	15	Common	2+
Needle Pistol	100+4D6	Rare	6+
Plasma Pistol	25	Common	4+
Stub Gun	10	Common	4+
Web Pistol	120+4D6	Rare	6+

BASIC WEAPONS

Item	Cost	Availability	Ammo Roll
Autogun	20	Common	4+
Boltgun	35	Common	6+
Lasgun	25	Common	2+
Shotgun (solid shot + scatter shells)	20	Common	4+

SPECIAL WEAPONS

Item	Cost	Availability	Ammo Roll
Flamer	40	Common	4+
Grenade Launcher (Grenades extra)	130	Common	Auto
Melta-gun	95	Common	4+
Needle Rifle	230+4D6	Rare	6+
Plasma Gun	70	Common	4+

HEAVY WEAPONS

Item	Cost	Availability	Ammo Roll
Auto-cannon	300	Common	4+
Heavy Stubber	120	Common	4+
Heavy Bolter	180	Common	6+
Heavy Plasma Gun	285	Common	4+
Lascannon	400	Common	4+
Missile Launcher (Missiles extra)	185	Common	Auto

MISSILES

Item	Cost	Availability	Ammo Roll
Frag Missiles	35	Common	Auto
Krak Missiles	115	Common	Auto

GRENADES

Item	Cost	Availability	Ammo Roll
Choke Gas Grenades	15+2D6	Rare	Auto
Frag Grenades	30	Common	Auto
Hallucinogen	40+4D6	Rare	Auto
Krak Grenades	50	Common	Auto
Melta Bomb	40+3D6	Rare	Auto
Photon Flash Flare	20+2D6	Rare	Auto
Plasma Grenade	30+3D6	Rare	Auto
Scare Gas Grenades	20+2D6	Rare	Auto
Smoke Bomb	10+3D6	Rare	Auto

SPECIAL AMMO

Item	Cost	Availability	Ammo Roll
Man-Stopper Shotgun shell	5	Common	4+
Hot Shot Shotgun Shell	5	Common	6+
Bolt Shotgun Shell	15	Common	6+
Hotshot Laser power pack	15	Rare	
Dum-dum Bullets for Stub Gun	5	Common	

GUNSIGHTS

Item	Cost	Availability
Red-Dot Laser Sight	40+3D6	Rare
Mono Sight	40+3D6	Rare
Telescopic Sight	40+3D6	Rare
Infra Red Sight	30+3D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+2D6	Rare
Carapace	70+3D6	Rare
Mesh	25+3D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+3D6	Rare
Eye	50+3D6	Rare
Leg	80+3D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Auto-repairer	80+4D6	Rare
Bio-Booster	50+4D6	Rare
Bio-Scanner	50+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Clip Harness	10	Common
Concealed Blade	10+D6	Rare
Filter Plugs	10	Common
Grav Chute	40+4D6	Rare
Grapnel	30+4D6	Rare
Infra-Goggles	30+3D6	Rare
Isotropic Fuel Rod	50+4D6	Rare
Lobo-chip	20	Common
Medi-pack	80+4D6	Rare
Mung vase	D6x10	Rare
One in a Million Weapon	As Weapon x 2	Rare
Photo-Contacts	15	Common
Photo-Visor	10	Common
Ratskin map	D6x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
Skull Chip	30+3D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon reload	Half Weapon base cost	Rare

OUTLANDERS SUMMARY

HAND-TO HAND WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod.	Ammo roll	Special
Buzz Saw	Close combat only				5	1	-2	-	
Chainsaw	Close combat only				4	1	-1	-	Parry
Claw	Close combat only				4	1	-1	-	Hurl opponent
Eviscerator	Close combat only				As user +3	D3	-3	-	May not be parried. Lose draws
Hammer	Close combat only				4	1	-1	-	
Rock Drill	Close combat only				4	1	-3	-	Multiple hits combine for higher strength hit
Shears	Close combat only				4	1	-1	-	Snip off head

BASIC WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod.	Ammo roll	Special
Blunderbuss/Scatter Gun	0-6	6-9	+3	-1	3	1	Special	6+	
Exterminator	Special Rules				4	1	-2	Auto	Flamer template
Handbow	0-8	8-16	–	-1	4	1	Special	6+	Move or fire
Musket	0-12	12-24	–	-1	3	1	-1	6+	Move or fire

SCALY WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod.	Ammo roll	Special
Discus/Throwing Axe	0-6	6-12	–	–	5	1	-1	6+	
Scatter Cannon	0-8	8-16	+3	+1	4	1	-1	6+	2" Blast marker
Spear Gun	0-12	12-24	–	-1	6	D3	-3	6+	Hurls victims. 1 turn to reload

SPYRER WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod.	Ammo roll	Special
Jakara Monomolecular Sword	Close combat only				As user +1	1	-1	–	Parry
Malcadon Web Spinner	0-4	4-10	+1	+1		Special		2+	Entangle
Orrus Bolt Launchers	0-8	8-16	+1	–	4	1	-1	2+	Linked weapons
Yeld Laser Gauntlets	0-10	10-20	+1	–	3	1	-1	2+	

GRENADES

Grenade	Strength	Damage	Save Mod.	Ammo roll	Area
Tox Bomb	4	1	–	Auto	Special. Remains in play

OUTLAW TABLE

2D6 Roll	Result
12	**Deputised.** You are given the chance to become Watchmen. If you accept you gain an income bonus of 25 credits each time you play a game against Outlaws from now on, and you can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you.
3-11	**Clean.**
2	**Outlawed!** You must choose one of your territories to keep as a hideout and delete all of the rest.

OUTLAW TABLE MODIFIERS

Scenario

-1	If the game you just played was an ambush and you were attacking.
-1	If the game you just played was a shoot-out and you drew second.
-2	If the game you just played was a shoot-out and you drew first.
-3	If the game you just played was an Outlaw scenario and you were attacking.

Gang

-1	For each Wyrd or pit slave in your gang.
+1	If your gang rating is under 1,000.
-1/+1	If your gang rating is over 2,000 (roll a D6 each game 1-3= -1, 4-6= +1).
-2/+2	If your gang rating is over 3,000 (roll a D6 each game 1-3= -2, 4-6= +2).

Other

-3	If you attacked any forces of the Imperium in the game you just played.
+1	If none of the modifiers given above have ever applied to your gang.

OUTLAW SCENARIO TABLE

2D6	Result
2	The non-Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose. Roll a D6 whenever a model moves on the tabletop, as opposed to on gantries or buildings. On a 1 the model suffers a S3 hit from the deadly toxic waste. Even Ratskins are at risk from the poisonous waste.
3	The non-Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose.
4	Play the *Hit & Run* scenario. The Outlaw gang is the attacker. If both gangs are Outlaws the gang with the lower rating is the attacker. The attacker will be paid D6x10 credits whether he wins or loses.
5	Play the *Scavengers* scenario.
6	Play the *Hunters* scenario.
7-11	The Outlaws may choose the scenario to play. If both gangs are Outlaws the gang with the lower rating chooses.
12	The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose. Both gangs earn double Experience points.

OUTLAW SKILLS

GANG TYPE *FIGHTER*	*Agility*	*Combat*	*Ferocity*	*Muscle*	*Shooting*	*Stealth*	*Techno*
SCAVVY							
Scavvies	✓	–	✓	–	–	✓	–
Scalies	–	–	✓	✓	–	✓	–
Boss	✓	✓	✓	✓	✓	✓	–
REDEMPTIONIST							
Novice	–	–	✓	–	–	–	–
Brethren	–	–	✓	–	✓	–	–
Zealot	–	✓	✓	–	–	–	–
Deacon	–	–	✓	✓	✓	–	✓
Leader	✓	✓	✓	✓	✓	–	✓
RATSKIN							
Brave	✓	–	–	–	–	✓	–
Ratskin	✓	✓	–	–	–	✓	–
Shaman	✓	✓	✓	–	–	✓	–
Chief	✓	✓	✓	✓	✓	✓	–

OUTLAW TRADE TABLE

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

D66 Roll	Item
11	Special: Gamble and Lose
12-13	Special: Robbed
14-15	Special: Cheated
16	Special: Gamble and Win
21	Power Weapon. Roll a D6. 1: Power Axe, 2-3: Power Maul, 4-6: Power Sword
22	Gas Grenades. Roll a D6. 1-2: Choke, 3-4: Scare, 5-6: Hallucinogen
23	Grenades. Roll a D6. 1: Melta Bomb, 2-3: Photon Flash Flare, 4: Plasma Grenade, 5-6: Smoke Bomb
24	Gunsight. Roll a D6. 1-2: Red-Dot Laser Sight, 3: Mono Sight, 4: Telescopic Sight, 5-6: Infra Red Sight
25	Armour. Roll a D6. 1-4: Flak, 5: Carapace, 6: Mesh
26	Bionics. Choose one: Bionic Arm, Bionic Eye, Bionic Leg.
31	Archeotech
32	Bio-Scanner
33	Blade Venom
34	Blindsnake Pouch
35	Bottle of Wild Snake
36	Infra-Goggles
41	Icrotic Slime
42	Kalma Fixer
43	Rad Counter
44	Ratskin map
45	Screamers
46	Silencer
51	'Slaught Fixer
52	Spook
53	Spur Fixer
54	Stinger Mould Patch
55	Stummers
56	Weapon reload
61-62	Special: Rumour
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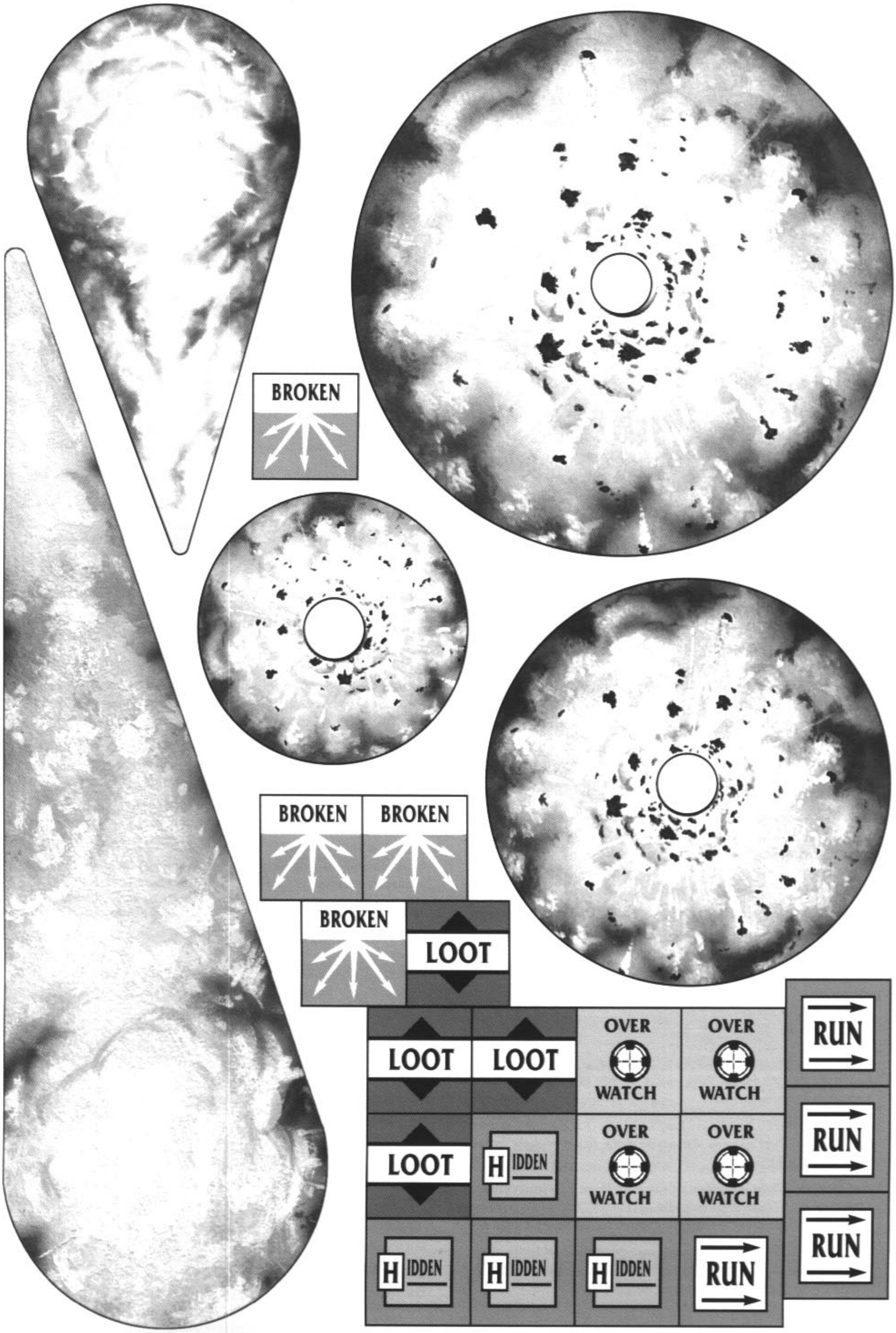
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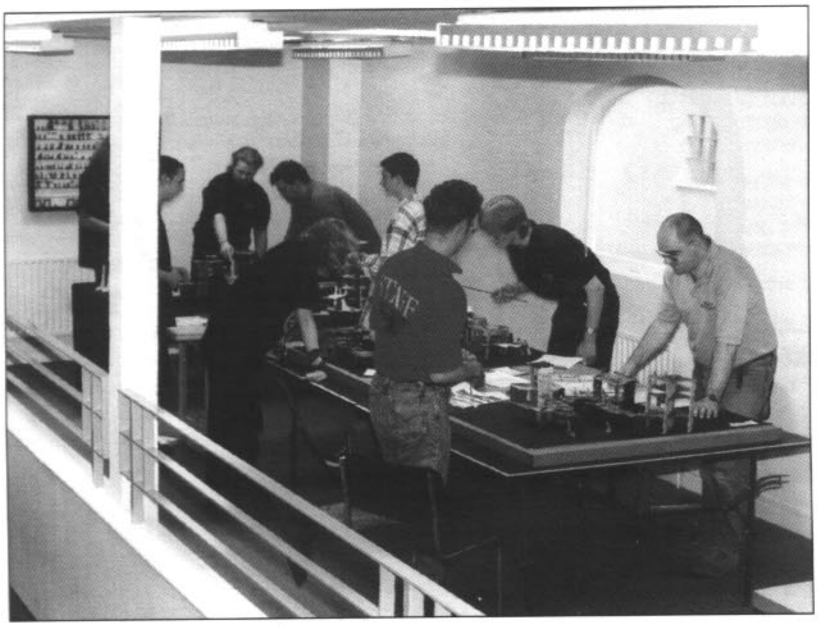
NECROMUNDA 'MOST WANTED'



Developing a new game is always an entertaining and challenging prospect and Necromunda has been no exception. Of an afternoon or an evening the Games Workshop studio has witnessed many desperate gunfights and seen the rise and fall of countless gang leaders. We have seen heroic deeds and astounding examples of fortune both good and bad. This game is the result and it owes much to the efforts of those Games Workshop staff and their friends who have taken it upon themselves to wage war in the nightmare Underhive.

It seems only fair to make mention of those who have fought and bravely given of their lives (well the odd hour or two anyway) and suffered grievous wounds and lasting injuries in the name of gaming (admittedly only on paper but keenly felt none-the-less). Thanks are owed to them and to all those who have helped to put this game together, from players and games testers, to the artists and model makers, the production staff without whom there would be no game at all, and everyone who has contributed their efforts and suggestions.

Those who took part in the first Necromunda campaign are:

Simon Tift – 'General' Grabber's Delaque gang entered the fray late in the day but fought their way to the top of the pile (with the highest gang rating).

Andy Chambers – The Grand Dog's Goliath Dog Soldiers proved the most enduring gang in the whole game having fought in the very first conflict.

Des Hanley – Sole inhabitant of the Lost Hope habitation pocket to brave the Underhive battlefield. Famed for his extensive knowledge of firearms, a subject of which he has made a long and exhaustive study.

James Funnel – 'Mad Bob' and his Van Saars are rumoured to be armed to the teeth and beyond – be warned!

Gavin Tyler – Viper of the Delaque Rage gang is new to the Underhive but looking plenty dangerous already.

Mark Jones – Jules' Rippers are the most powerful Orlock gang in town and one of the very first to join battle in the Underhive.

Paul Sawyer – Maskarra's Sirens were the second Escher gang to stake a claim in the downhive. Given to posting biting insults and personal challenges on the Guilder notice boards.

Adrian Wood – This veteran and much feared Van Saar gang leader is known as The Disciple. Holes up in a fortified enclave called the Bunker.

Richard Potter – Candy's Jade Dragons is an Escher gang which has carved out an expanding territory in the Underhive.

Rick Priestley – Mysterious compiler of this chronicle under the name of Dun Golas of the Orlock.

Gavin Thorpe – This gang leader calls himself King Cobra and is amongst the most cunning of all the Delaques. So cunning that he is said to have a secret identity leading a second Delaque gang the Night Watchmen.

Wayne Greenwood – The Alphatech gang boasts the only leader in the campaign to own a power fist. Hides out in the Far Corner – a notorious nest of mutants and outlaws.

Simon Smith – This ancient gang leader's name is De Valk, the oldest and toughest Van Saar in the hive. Famous for his long expeditions into the hive's wild and dangerous places. Purveyor of genuine Ratskin treasure maps (he is rumoured to draw them himself).

Alan Merrett – Thane is the name of the one and only Cawdor brave enough to dispute the territory hereabouts. A devout and persistant preacher of the Redemptionist cause.

Matthew White – Nenrietta of the Escher travelled far from the north hive before staking a claim in town.

Jervis Johnson – Old Yellow and the Skulls proved far from yellow when it came to a scrap. A veteran campaigner and survivor of the Old Days and infamous Long March North.

Chris Colston – The veteran Santiago the Orlock is chief of all the gangs in the part of town known as the Far Corner. His territories include many weapon shops and forges where all manner of strange things are made.

Carl Brown – Carl's Goliaths have left town and are now holed up far away, returning occasionally to swap news in the town's drinking holes and settle a few old scores.

Andy Jones – Without a seriously powerful lobo-chip it is unlikely that Gonzo King Blitz of the Goliaths will ever return to battle or to reality.

Jake Thornton – Valkyrie the Escher fell casualty in the early days but the gang is rumoured to be regrouping in the Bunker.

Robin Dews – The Deadheads once enjoyed a fearsome reputation but are now rumoured to be too ancient to fight.

NECROMUNDA PLAYSHEET

HAND-TO-HAND COMBAT

In the hand-to-hand combat phase both sides automatically fight with all models in base contact. For each fighting pair proceed as follows.

1. **Throw Attack Dice.** Fighters roll 1D6 for each Attack on their profile.
2. **Combat Score.** Each fighter's Combat Score = his highest dice roll + his Weapon Skill + the modifiers from the chart opposite.
3. **Winner.** The fighter with the highest Combat Score wins. If the result is a draw, the fighter with highest Initiative wins and scores 1 hit. If Initiatives are equal the result is a stand off with no winner.
4. **Hits.** The winner inflicts 1 hit for each point of difference in Combat Scores.
5. **Damage.** Roll on the damage chart (Strength vs Toughness) for each hit scored.
6. **Saves.** If fighters have armour they are permitted saves as for shooting.
7. **Injuries.** If fighters lose all wounds, roll for injuries as for shooting.

ATTACK DICE MODIFIERS

+1 **Fumble.** Each 1 rolled by your opponent.
+1 **Critical Hit.** Each additional roll of a 6.
+1 **Charging.** If the fighter charged that turn.
+1 **Higher Up.** If fighting from a higher position.
-1 **Encumbered.** If carrying heavy weapon or equipment.
-1 **Obstacle.** If enemy is behind an obstacle during the turn you charge.

Down

A fighter who goes down in hand-to-hand combat is automatically taken out of action if his opponent is not in hand-to-hand combat with another model.

Pinned

Pinned fighters automatically escape pinning if engaged in hand-to-hand combat.

LEADERSHIP TESTS

LEADERSHIP TEST

If a model goes **down** or **out of action** then each friend within 2" must take an immediate Leadership test. Roll 2D6. If the score is more than the fighter's Ld value the test is failed and the fighter's nerve is broken. Otherwise the test is passed.

Broken fighters run to cover 2D6" immediately and continue to run to cover in their own movement phase until they are out of sight of the enemy. They may attempt to regain their nerve in the recovery phase.

A fighter who loses his nerve and breaks whilst fighting hand-to-hand combat takes one automatic hit from his enemy as he turns to run.

LEADERS

A fighter within 6" of the gang's leader may use the Ld characteristic of the leader when taking any Leadership test so long as the leader is not **broken** or **down**.

RECOVERY PHASE

1 Roll for fighters who have gone down to determine whether they recover to flesh wound, stay down, or go out of action. See the Injury Chart.

2 Broken fighters may take a Leadership test to recover their nerve so long as they are in cover and cannot be seen by the enemy. If the Leadership test is passed the fighter recovers his nerve and can fight normally.

BOTTLE TEST

Test at start of the turn if a quarter (25%) or more of the gang is down or out of action. Take a Leadership test on the leader's Ld, or the highest in the gang if the leader is down or out of action. If the test is failed the gang bottles out of combat and the player has lost the game.

A player may bottle out voluntarily at the start of his turn once 25% or more of his gang is down or out of action.

SELECTED WEAPONS TABLE

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Strength	Damage	Save Mod.	Ammo Roll	Special
Auto Pistol	0-8	8-16	+2	–	3	1	–	4+	Close combat
Bolt pistol	0-8	8-16	+2	–	4	1	-1	6+	Close combat
Laspistol	0-8	8-16	+2	-1	3	1	–	2+	Close combat
Stub gun	0-8	8-16	–	-1	3	1	–	4+	Close combat
Autogun	0-12	12-24	+1	–	3	1	–	4+	
Boltgun	0-12	12-24	+1	–	4	1	-1	6+	
Lasgun	0-12	12-24	+1	–	3	1	-1	2+	
Shotgun	0-4	4-18							
Ammo	Solid slug		–	-1	4	1	–	4+	
Ammo	Scatter shot		+1	-1	3	1	–	4+	1" blast, Ignores cover
Frag Grenade	(2x Strength) +2		–	–	3	1	-1	Automatic	2" blast

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TURN SEQUENCE

1. MOVEMENT 2. SHOOTING 3. HAND-TO-HAND 4. RECOVERY

MOVEMENT

In a player's movement phase he may move his gang fighters in the following order. In most circumstances a gang fighter can move up to 4".

1. CHARGE MOVES 2. COMPULSORY MOVES 3. REMAINING MOVES

CHARGE

A fighter may engage an enemy in hand-to-hand combat by charging. Without measuring the distance, declare the model is charging and indicate which enemy fighter you wish to attack.

A fighter may charge at a run of twice his normal speed (8" rather than 4"). Models meeting base-to-base are engaged in hand-to-hand combat.

OBSTACLES

A fighter can move up or down ladders, through doors, over walls 1" tall or lower, and over all floor surfaces without penalty.

A fighter can leap over a wall between 1" and 2" high at a penalty of half his total move. He cannot climb over walls higher than 2".

RUNNING

A fighter may run at double pace, increasing his speed from 4" to 8".

If a fighter runs he may not shoot that turn and he may not hide.

If a running model approaches within 8" of an enemy he can see he must stop immediately.

HIDING

A model which moves into cover during its movement phase may hide.

A hidden fighter cannot be seen so long as he remains behind cover and does not shoot.

A fighter who shoots whilst hiding immediately gives away his position.

A running fighter may not hide even if he ends his move in cover.

RUN TO COVER

A fighter whose nerve is broken will run to cover in the following circumstances:

1 A fighter whose nerve breaks following a failed Leadership test must immediately run to cover. The model moves 2D6" away from the enemy and towards cover.

2 In his movement phase a fighter whose nerve is broken must run 2D6" away from the enemy and towards cover. If the fighter is already behind cover he must remain where he is and hide.

Running to cover is a compulsory move and is always completed after charges but before all other movement.

SHOOTING

HITTING THE TARGET

Use the shooter's BS to find the D6 score needed to hit. Note that a D6 roll of 1 is always a miss regardless of the score required or modifiers.

BS	1	2	3	4	5	6	7	8	9	10
Score	6	5	4	3	2	1	0	-1	-2	-3

HIT MODIFIERS

-1	Target is in partial cover
-2	Target is in cover
-1	Appearing/disappearing or charging target
-1	Rapid moving target (10"+)
-1	Small target
+1	Large target
+/-	Weapons to hit modifiers

If the score required to hit is between 7 and 9 you can still hit. First roll a 6, then the number shown below.

REQUIRED SCORE

Roll	7	8	9	10+
6+	4+	5+	6+	Miss

As soon as a model is hit by shooting it is knocked over face uppermost. The fighter is **pinned** by enemy fire.

WOUND

Compare the target's Toughness against the weapon's Strength to find the D6 score required to wound.

Wpn	Target's Toughness									
Str.	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

SAVING THROWS

A model wearing armour is permitted a saving throw to avoid damage from a hit. Deduct any weapons save modifiers that apply from the dice roll.

Flak Armour	**6**
Mesh Armour	**5**
Carapace	**4**

INJURIES

As soon as a model loses its last wound roll a D6 on the Injury Chart.

1 **Flesh Wound.** -1WS/BS.

2-5 **Down.** May do nothing except crawl 2". Turn the model face down to show the fighter has gone down. Re-roll on this chart in your recovery phase.

6 **Out of Action.** Remove model.

PINNED

Models that have been hit by shooting but not wounded, or which suffer only flesh wounds, remain pinned. A pinned fighter misses his following turn unless he can escape pinning.

A pinned fighter can test to escape pinning and avoid the penalty so long as there is at least one friend within 2" at the start of his turn. The friend cannot be a juve or a fighter who is down, or broken.

Roll a D6. If the pinned fighter scores his Initiative value or less then he escapes pinning, stands up, and may fight normally that turn.

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NECROMUNDA™

Necromunda is a tabletop skirmish game where players control rival gangs of warriors battling each other for supremacy in a dark underworld of anarchy and violence.

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United Kingdom
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham, NG7 2WS

Australia
Games Workshop Ltd,
23 Liverpool Street,
Ingleburn,
NSW 2565

USA
Games Workshop Inc,
6721 Baymeadow Drive,
Glen Burnie, Maryland,
21060-6401

Canada
Games Workshop Ltd,
1645 Bonhill Road,
Units 9-11,
Mississauga,
Ontario,
L5T 1R3

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